GURPS Spell Lists

—or—

No GM is happy until he's mangled some rules

0.1 Introduction

Say you want your game-world to have a profusion of idiosyncratic spellcasters. You want fire mages, water mages, half a dozen sorts of religious magic, special magic specific to species and nations...You could restrict mages to a single "College" from GURPS Magic, but this is pretty limiting— each college has too few spells to make an interesting character, and this approach would neglect special cases. (How would you model a magic user with power over *shadows?*) Besides, the prerequisite system as presented in GURPS Magic is hard to manage: I can't count the number of mages I've seen who had Seek Plant as one of their spells simply to fill out the "One Spell from Each of Ten Colleges" prerequisite. Finally, there are no earth-shattering or highly idiosyncratic spells in GURPS Magic. Somebody who is good at fire magic can throw three fireballs at you and run away. Somebody who is *really* good at fire magic can throw fireballs at you until the people you're with fill him with arrows. A person does not get called Wizard because he can throw 2d6 fireballs for free— a Wizard isn't just efficient at doing what an apprentice can do. A Wizard can do things lesser mages simply cannot. So, out of irritation, I wrote this.

In brief: each sort of spellcaster (fire mage, gnat totemist, whatever) has a list of spells. The list is divided into five ranks, corresponding to spells learnable by a novice, apprentice, Journeyman, Master, and Wizard. To become an apprentice, you have to "master" a certain number of novice rank spells. To become a Journeyman, you have to master a certain number of apprentice rank spells. If a spell is particularly appropriate to a field of magic, the spell will show up low on the list. If the spell is difficult or only mildly appropriate, it will be high on the list.

Other rule changes include *tradeoff* casting. Tradeoff casting is when a mage trades time for energy. Some of the numbers are quite extreme: for instance, it takes five and a half hours to cast a no-fatigue-to-maintain Flight spell. The *ritual* rules are also different: a mage must have a great deal of experience to cast a spell quickly, and most mages must use a magic wand or staff to cast a spell quickly. This is A) chrome, and B) to help balance the flexibility mages gain by being allowed to save energy by increasing casting time.

The text also delimits the various ways in which a mage may learn new spells and increase his skill with spells he already knows.

The text tries to force secular and clerical spellcasters into the same mold. This may or may not be appropriate for your world, but I profoundly disliked the section entitled "Clerical Magic" in GURPS Magic, particularly the propagation of the all-religious-figures-are-healers equivalence the RPG community inherited from Dungeons and Dragons. Priests of Kali don't heal people, dang it!

Although I've tried to hold the game-world specific information to a minimum, this system is perforce warped by my metaphysical prejudices. I've concentrated game-world specific stuff in sections 2 and 3.

This is version 1.1. The documentation is in Frame; the spell lists are in an ugly format inherited from tbl— nasty, but easy to process with a perl script. (1.0 was all roff, tbl, and Makefiles— everybody hated it.)

The text uses male pronouns. Sue me.

0.2 Character Design

Aptitude with any one field of magic costs 10 points for the first level, 20 points for the second level, and 30 points for the third level. The *ability* to learn spells from other fields costs an additional five points, but you'll have to Fast Talk the GM into letting you actually *learn* spells from more than one list. For example, two levels of Magical Aptitude with fire magic costs 20 points, and the character cannot learn any other magic. For 25 points, the character gets two levels of Magical Aptitude and may learn spells from any lists the GM allows.

Unless there is some driving need to learn spells from two or more lists, save the five points. It is rare for a person to be a member of *two* secular guilds.

0.3 Spell Ranks

On the spell lists, spells have a rank ranging from one to five. All spells marked with a Y in the **Mand?** column are called *mandatory* spells. *All the mandatory spells of the preceding rank must be "mastered" before a mage can hope to learn a spell.* "Mastering" is defined as having a skill of *15* or greater in the spell. Cf. "Prerequisites" p. M5— a skill of 12 is insufficient to progress to the next rank! For example, the College of Air spell list classifies the spell Lightning as a 3rd rank spell. Six second-rank spells (No-Smell, Create Air, Earth to Air, Shape Air, Air Jet, and Keen Nose) are tagged with a **Y** in the **Mand?** column. A mage may not learn Lightning before mastering these six spells. So, a mage must have a skill of fifteen or greater in the spells No-Smell, Create Air, Earth to Air, Shape Air, Air Jet, and Keen Nose before he may begin learning Lightning.

If a spell lists another spell in the **Prerequisites** column, the spell listed in the column is a prerequisite. The mage must have a skill of *12* or greater in the prerequisite before learning the next spell in the series. For example, the College of Air spell list lists Slow Fall as a prerequisite to Walk on Air. Before an air mage may learn Walk on Air, he must learn the spell Slow Fall at a level of 12 or greater. Unless otherwise specified, minimum Magery requirements of GURPS Magic should be ignored. Characteristic requirements and minimum non-magical skill requirements should be heeded.

Although innate magic and religious spell lists are structured similarly, the mechanism by which such mages are empowered to cast a spell varies wildly. For example, Arch-cultists make a pact with the Arch; they petition him themselves (on the Sabbath) for greater power. Similarly, celestial mages seem to have an astrological affinity with certain aspects of the sky; their power simply develops of its own accord. In these and other cases, the rank and prerequisite system is simply a game mechanic.

A crude characterization of the relative power of the ranks follows. Terminology is drawn from the Guilds of the Roman Empire.

1. Spells of this rank are called *canonical* spells. A person qualified to learn a canonical spell is termed an *applicant.* A person who has cast a spell is termed a *novice*. The first part of a mage's career is spent mastering all the mandatory spells of this rank.
2. Spells of the second rank are called *simple* spells. A person who has cast a simple spell is termed an *apprentice.* The apprenticeship of a mage is spent mastering all "mandatory" simple spells. Towards the tail end, the apprentice is taught a few miscellaneous things, such as casting spells in circles.
3. Spells of the third rank are called *complex* spells. A person who has cast a complex spell is termed a *Journeyman.*
4. Spells of the fourth rank are termed *esoterica.* A person who has cast an esoteric spell is termed a *Master.*
5. Spells of the fifth rank are termed *high esoterica.* A person who has cast a highly esoteric spell is termed a *Wizard.* Note that it is quite possible for a "wizard" to be fairly non-formidable opponent— a point-shaver could construct a 100 point wizard in half an hour. Well, this is GURPS, after all. Such a character would represent a mage with an excellent grasp of the *theory* of the college. He would then get eaten alive when he stepped into the real world.
6. The spell list continues, but nobody but a wizard of the college could begin to guess what spells exist that aren't listed in GURPS Magic. It is reasonable to assume that a secular wizard could (with hard work) learn to cast *any* spell in GURPS Magic. (Or at least it is imprudent to assume anything else. Water wizards have been known to devastate wooden ships with a well-timed fireball…)

0.4 Interaction of Magic of Different Secular Colleges

For the most part, in matters metamagical, magic from a different college is dealt with at a penalty of -4.

Example: Bob the Fire mage is using his college's Detect Magic. He rolls to detect fire magic at no penalty. He rolls to detect *water* magic at -4.

Example: Bob the Fire mage is using pyromancy to try to scry Ed the water mage. Ed has a Scryguard up. Bob's divinatory spell is at -4 to penetrate Ed's Scryguard, because the spells are from different colleges. But Ed's Scryguard is at -4 to resist Bob's divination, because the spells are from different colleges. In this case, the penalties offset each other.

Exceptions are numerous. Here are several:

- Similarity of Air Magic and Celestial Magic

Air mages take -2 penalties when dealing with celestial magic, not -4. Celestial mages take -2 penalties when dealing with air magic, not -4. A celestial mage of one type takes a -1 penalty when dealing with celestial magic of a different type.

- Knowledge of Spell in Question Waives Penalties

If a mage *knows* the opposing spell, penalties are waived. For example, a fire magic Detect Magic spell can be blocked with a water magic Scryguard. Normally, the Scryguard is at -4 to block the Detect Magic and the Detect Magic is at -4 to penetrate the Scryguard. However, if the water mage knew the Detect Magic spell from the College of Fire, the Scryguard's penalty would be waived. The Detect spell would be at -4 to penetrate, but the Scryguard would block normally.

- Defensive Strength of the College of Fear

The defensive spells of the College of Fear are not subject to these penalties. These include countermagic spells.

- Defensive Strength of the College of Necromancy

Certain necromantic countermagical spells take a -2 penalty, not -4.

- Offensive Strength of the College of Knowledge

The "offensive" spells if the College of Knowledge are not subject to these penalties. These include Divination and Seeker spells.

- Power over Enchantments of the College of Making

Certain College of Making spells having to do with the analysis or manipulation of permanent enchantments are subject to lesser penalties. For example, a making mage casting a Remove Enchantment spell on an enchantment laid by a fire mage is at -1, not -4.

0.5 Interaction between Secular and Religious Colleges

Normally, religious "magic" is unaffected by secular "magic" and vice versa. A Fire magic Remove Enchantment is utterly useless against a Sun-cult blessed sword. Exceptions are numerous: here are several.

- Religious Divination and Antidivination

Religious divination magic blows through secular countermagic like it wasn't there. Religious antidivination magic has full effect on secular divination spells. Note, however, that most religious divination takes the form of obscure prophesies; they lack the precision of (for example) secular Seeker spells. (Religious divination is assumed to be an appeal to the apropos deity for information. Most such powers may ignore mere mortal magic. Some may not; demons, for instance, may be affected by secular countermagic.)

- Specific Faiths

Depending on the faith in question, its clerical magic may be more or less affected by secular magic. For example, the "College of Healers" is a religious cult. But the magic the College casts is indistinguishable from secular magic, gaining none of the advantages associated with religious devination and antidivination. For game purposes, its spells are learned just like a secular college's.

0.6 Caveats

The lists in this package are *not* the only ones possible. Areas of egregious weakness include clerical magic, non-guild European secular magic, non-European magic, and non-human colleges of magic. Players who find none of these lists to their taste should simply draft one of their own and hand it to the GM, who will then argue with them about it.

Since NPCs are very good at persuading the GM to make exceptions, they do not cleave to all these rules.

0.7 Spell list summaries

In the tables that follow, "Undocumented" implies that nobody has written the college's spell list. No entry in the **Guildhalls in** or **Temples in** column implies the college is underground; if there *are* equivalents of guildhalls or temples, their location is a carefully guarded secret. The **Spells** column is a rough count of how many spells appear on the list. The first number is a count of how many spells appear on the list *per se*, and the second is a count of the spells that appear on the appropriate "Unrestricted" spell list.

TABLE 1. Secular Magic

College	Guildhalls in	Comments	Spells
College of Air	Europe	Guild	46 + 34
College of Animals	Europe	Guild	18 + 34
College of Domination	Europe	Guild	61 + 34
College of Earth	Europe	Guild	54 + 34
College of Entities		Underground, Undocumented	
College of Fear	Europe	Guild	55 + 34
College of Fire	Europe	Guild	31 + 34
College of Illusion	Europe	Guild	26 + 34
College of Knowledge	Europe	Guild	57 + 34
College of Making	Europe	Guild	41 + 34
College of Necromancy		Underground	108 + 34
College of Plants	Europe	Guild	31 + 34
College of Speed and Time	Europe	Guild	27 + 34
College of Water	Europe	Guild	57 + 34

In addition to the spells on the appropriate spell list, members of these colleges can cast spells from the "Roman Secular Unrestricted Spell List."

TABLE 2. Celestial Magic

College	Spells
Dark Magic	33 + 18
Shadow Magic	37 + 18

TABLE 2. Celestial Magic

College	Spells
Star Magic	31 + 18
Sun Magic	28 + 18

In addition to the spells on the appropriate spell list, members of these colleges can cast spells from the “Celestial Magic Unrestricted Spell List.”

TABLE 3. Religious Magic

College	Temples in	Comments	Spells
Arch-cult	Europe	Underground	121
College of Healing	Europe	“Life-principle” cult	47
Druidic		Underground, Undocumented	
Ocean-cult	Europe	Undocumented	
Sun-cult	Europe		54
Way of Strength		Tribal magic, Undocumented	

1.0 Magic Processes

1.1 Introduction

This section describes changes to the basic processes of magic use— spellcasting, magic item enchantment, and spell skill level improvement.

The changes delimited in this document make the ritual involved in spellcasting more complex for inexperienced spellcasters. Ritual, rather than being a simple function of skill level, is now a function of skill level *and character points in the skill.* A spellcaster who has just learned a spell must use a complex ritual to cast it, even if his skill level is high. Furthermore, secular mages are constrained to use magical *focuses* to achieve their nominal aptitude. Distinctions are carefully drawn between *wands, rods,* and *staves*.

Ceremonial magic remains unchanged. *Tradeoff* magic is introduced and described. Tradeoff magic trades profound increases in time for decreases in energy costs.

This document also describes the options available to secular mages who wish to learn a new spell or increase their skill level with a known spell. Secular magic spellbooks are described.

1.2 Magic Rituals

1.2.1 Introduction

"Magic ritual" is the actual handwaving and what-not involved in casting a spell. Somebody who barely knows the spell he has to cast must speak loudly and gesture a lot. Somebody who knows it really well may not have to move at all.

Most secular mages are "focus-using" mages. They habitually use an item enchanted with the Staff spell in their spellcasting. If they do not have such an item, it takes more time and effort to cast the spell. All Roman Guild mages (including underground guilds,) all Celestial mages, and the College of Healing are focus-using mages.

1.2.2 Specific ritual requirements

To cast a spell quickly, one must have *both* high skill *and* a great deal of experience casting the spell. Even if you have a skill level of 15, you can't cast a spell quickly if you've just learned it. So of the criteria below, take the *worst*.

- Skill 11 or below / One point in the spell:

The mage must have both hands and feet free for elaborate ritual movements, and speak certain words of power in a firm voice. The spell takes *twice* the listed time to cast, because it is not yet fully known. A focus-using mage without a magic *wand* in his *dominant* hand takes *sextuple* the listed time to cast.

- Skill 12-14 / Two points in the spell:

The mage must speak a few quiet words and make a gesture to activate the spell. A focus-using mage must hold a *rod* in his *dominant* hand or a *wand* in *either* hand. At this level (and above) spells take the listed time to complete.

- Skill 15-17 / Three points in the spell:

The mage must speak a word or two and gesture— a couple of fingers are enough. He is allowed to move one hex per turn while taking the Concentrate maneuver. Focus-using mages must hold a *staff* in their *dominant* hand or a rod or wand in *either* hand.

- Skill 18-20 / Four points in the spell:

The mage must speak a word or two *or* make a small gesture, but not necessarily both. Focus-using mages must hold a wand, rod, or staff.

- Skill 21-24 / Five points in the spell:

No ritual is needed. The mage simply seems to stare into space as he concentrates. Casting time is halved, and if this would reduce time to less than a second, it takes effectively *no* time. (If the casting time becomes a fraction greater than one, round up.) The mage may cast the spell while taking another maneuver— fighting, talking, etc. (Notable exception: the time required to cast *missile* spells is not reduced by skill.) The mage still may not cast two spells during the same turn, unless one in a blocking spell. Focus-using mages must hold a wand, rod, or staff.

- Skill 25 or over, and six or more points in the spell:

As above, but casting time is quartered; and if this would reduce time to less than a second, it takes effectively no time. (If the casting time becomes a fraction greater than one, round up.) Focus-using mages must hold a wand, rod, or staff.

Some spells always require a certain ritual or item; this is noted in the spell descriptions in GURPS Magic, and overrides the general rules given above. Note too that the time required to cast *missile* spells is not reduced by skill.

A focus-using mage forced to cast a spell without correct access to a wand, rod, or staff cannot cast spells as quickly. He may either take *three* times the ordinary time to cast the spell, *or* use the next most complex ritual. (For example, if ordinarily the mage could cast the spell with a small gesture, he would have to speak a word or two and gesture.) See the section *Focuses: The Importance of Wands, Staves, and Rods.*

Both of an ambidextrous mage's hands may be considered dominant.

Casters with high skill takes less fatigue to cast and to maintain spells, regardless of the ritual the mage must perform.

TABLE 4. Saving Energy with High Skill

Skill	**Fatigue discount (to cast and to maintain)**
15-19	1
20-24	2
25-29	3
etc.	etc.

Examples:

A mage with four points in the spell Fireball and a skill of eleven must hold a wand in his right hand, speak loudly, and have both hands and feet free for ritual movements. He takes twice the listed time to complete the spell.

A mage with one point in the spell Minor Healing and a skill of fourteen must hold a wand in his right hand, speak loudly, and have both hands and feet free for ritual movements. He takes twice the listed time to complete the spell.

A mage with *two* points in the spell Minor Healing and a skill of fourteen must either hold a rod in his dominant hand or a wand in either hand, and must speak a few quiet words and make a gesture to activate the spell.

A mage with two points in the spell Minor Healing and a skill of fifteen must either hold a rod in his dominant hand or a wand in either hand, and must speak a few quiet words and make a gesture to activate the spell, but the energy cost of the spell is reduced by one.

1.2.3 Using the full ritual

A very skillful spellcaster who uses the "full ritual"— wand in the dominant hand, ritual movements, words of power, twice base time to cast— is harder to distract and less likely to suffer critical failure. (The mage still gets to save energy, though.)

- Skill of 16, and at least 3 points in spell:

If the caster is distracted but not injured, he rolls against Will - 2, not Will - 3, to continue.

- Skill of 17, and at least 3 points in spell:

If the caster is distracted but not injured, he rolls against Will - 1, not Will - 3, to continue.

- Skill of 18 or better, and at least 3 points in spell:

If the caster is distracted but not injured, he rolls against Will, not Will - 3, to continue.

- Skill of 19 or better, and at least 4 points in spell:

If the caster is distracted but not injured, he rolls against Will, not Will - 3, to continue. If the *final* roll for success is 19 or better, taking into account all positive and negative modifiers, critical failure rolls must be confirmed. Roll against the caster's base skill with the spell -7. On failure, or an 18, a critical failure occurs; on success, it doesn't.

Example: Bob the fire mage has Ignite Fire-20 and more than four character points in the spell. He is maintaining another spell, so he is at -1 to cast Ignite Fire. He wants to light the campfire. He takes his wand in his right hand, chants loudly and prances around. His modified roll to succeed is 19. His character rolls an 18— ordinarily a critical failure. But since Bob's modified chance to succeed is 19, and has such a high skill and so many points, the critical failure must be confirmed. Bob's base skill is 20; 20 - 7 is 13, so Bob's player must roll 13 or less to avoid the critical failure.

1.2.4 Focuses: The Importance of Wands, Staves, and Rods

Most secular spellcasters— specifically including members of the Roman Guilds, Celestial mages, and Healers— habitually use items enchanted with the Staff spell to aid concentration and simplify spellcasting. *The ritual specifications above assume such an item is being used!* This is a profound change from GURPS Magic. Organic shafts enchanted with the Staff spell are collectively called *focuses.* Focuses include wands, staves, and rods.

If a focus is not available, or is incorrectly deployed, the spellcaster may either:

- Use the next more complex ritual, *or*,
- Spend thrice the time to cast the spell.

Examples: A mage with three points in the spell Earth to Air and a skill of fifteen *without access to a rod, staff, or wand* must either speak a few quiet words and make a gesture, or speak a word or two and gesture but take three times listed time to cast the spell. The energy cost of the spell is reduced by one.

A mage with one point in the spell Earth to Air and a skill of twelve *without access to a wand* must speak words of power and make florid gestures, and take six times the ordinary time to cast the spell.

Wands are easy to use, rods less so. Staves are difficult to use. Wands are fragile, but they are inexpensive and easily concealed. Rods and staves may be used as weapons. A Mage's Touch that is forcibly swung with intent to inflict damage as well as place a spell on the target is designated a *Mage's Bash.*

Really controversial house rule:

The only effective active defenses against a Mage's Touch are to dodge or parry with a weapon, and passive defense does not count. (After all, you don't have to hit somebody *hard* or *squarely* to emplace a Mage's Touch.) The physical effects of a Mage's Bash are defended against normally— but if the victim blocks, the spell affects the victim. Similarly, if the victim dodges or parrys, check against his raw active defense to see if he avoided the Mage's Touch.

I use the above rule, but many feel it gives mages too much power in hand-to-hand combat. If you feel this way, consider adding one or more of the following modifications. A) Blocking is an acceptable form of active defense if it works— shields are not clothing. B) Passive defense does count— for a Mage's Touch to work, the focus must connect solidly with the victim for a fair length of time.

Focus deployment has the following effects:

Missile spells must be fired from an *empty* hand. Missile spells must be fired from the mage's *dominant* hand or else suffer off-hand penalties— -4 to hit. Thus, most mages prefer to hold their focuses in their *off* hand to use missile spells.

Regular spells aimed at a specific person or spot cast with the use of a rod, staff, or wand held in the *off* hand suffer a -1 penalty to cast. Thus, most mages prefer to hold their rod, staff, or wand in their *dominant* hand to use Regular spells.

Area spells aimed at a specific spot beyond the reach of the spellcaster (I.E., when the caster cannot touch part of the affected area) cast with the use of a rod, staff, or wand held in the *off* hand suffer a -1 penalty to cast.

The Mage's Touch (and Mages Bash) is easier to place when the mage holds his focus in his *dominant* hand; a mage attempting such a touch with a focus held in the off hand suffers the usual -4 penalty to hit.

Blocking and Information spells work just fine regardless of which hand the focus is held in.

Focus deployment has no effect on resistance rolls resulting from Resisted spells.

Enchantment spells assume both hands are free for the hours of labor involved, and the enchanter has access to a *wand*, although he only needs to wave it over the item every now and then. Without one, he cannot enchant. Exception: When the Staff spell is used to create a wand, the caster does *not* need a wand. The caster does need a wand to enchant a rod or a staff.

With some exceptions, secular spellcasters *habitually* use focuses, while religious spellcasters may use focuses if they like to extend their range. The most glaring exception is the College of Healing. Although a religious order, they also habitually use focuses.

1.2.5 Ceremonial Spellcasting and Tradeoff Casting

Ceremonial spellcasting— casting spells in a circle, and using unskilled spectators— proceeds as delimited on pages M13-M14. Ordinarily, ceremonial spellcasting isn't taught until the mage's apprenticeship is almost over, but it can be learned by any mage.

Any mage, lone or working with a group, may use *tradeoff* spellcasting to trade time for energy. Tradeoff spellcasting takes a very long time. When conducting tradeoff spellcasting, *ignore* normal skill-based energy decreases.

To decrease the cost to *cast* the spell by a single unit, increase the time to cast the spell by a factor of *ten*. Spells may not be brought to a cost of zero by this method.

Example: a mage with the skill of Shapeshifting (Eagle)-15 is chained to a rock, exhausted, and starving to death. Thus, he has little in the way of fatigue and cannot hope to recover fatigue normally. Normally, Shapeshifting takes 6 fatigue to cast and two to maintain. The mage's skill would normally allow him to cast the spell in three seconds for five fatigue and maintain it for one, but the mage only has five fatigue left and dares not pass out. If the mage elects to use ritual spellcasting, he may cast the spell in thirty seconds for a cost of five and two to maintain, no real gain. (Remember— tradeoff spellcasting ignores skill-based energy decreases.) Or, he may cast the spell in three hundred seconds for a cost of four and two to maintain, which will at least get him unchained from the rock. Or, if he expects he can last another 50 minutes, he may cast the spell in three thousand seconds for a cost of three and two to maintain. This will free him and give him an hour to find food...

To decrease the cost to *maintain* the spell by a single unit, increase the casting time by a factor of *ten*. To decrease the cost to maintain the spell from one to zero, increase the casting time by a factor of a *hundred*. Exception: this may not be done with spells that normally take exactly one fatigue to maintain, such as Borrow Language or a one-hex area Complex Illusion. (Just go ahead and learn the spell at a skill level of 15, ya bozo.)

Example: A mage with Flight-15 wishes to spend the day in the air. Normally, Flight takes two seconds to cast, costs 5 fatigue, and requires three fatigue to maintain. Without using ritual spellcasting, this mage would cast the spell in two seconds at a cost of four and two fatigue to maintain. If the mage were to take twenty seconds to cast the spell, the spell would cost five and take two to maintain— no real gain. But were the mage to take two hundred seconds to cast the spell, he could cast it for five and maintain it for one. Were the mage to take twenty thousand seconds (200 * 100, about five and a half hours,) he could cast it for five and maintain it for nothing.

1.3 Magic Items

Quick and Dirty enchantment is forbidden, except for the following cases:

The Powerstone spell may be cast using the Quick and Dirty rules.

The Staff spell may be cast on a wand— a light, fragile organic shaft no more than eighteen inches long— using Quick and Dirty enchantment. To cast a Staff spell on a rod or staff, the mage must use Slow and Sure enchantment.

1.4 Learning New Spells - Secular Mages

To acquire a new spell, a mage may do any of the following:

- Cram: (Allocating already earned character points)

The mage must have an uninvested character point on hand. The mage locks himself up in his tower with a weeks worth of supplies. Guild mages and Healers need a spellbook; celestial mages just meditate. The mage may do nothing but eat, sleep, study, and hallucinate. If interrupted, he will be confused, at half Fatigue, and very, very irritated. At the end of the week, the mage tries to cast the spell: the effective skill is his *base skill* [IQ + Magery + Eidetic Memory bonus - 2] minus one, or base skill minus two for Very Hard spells. (Exception: Enchantment spells are attempted at base skill, or base skill minus one for Very Hard spells.) Upon success, the spell works; he must *invest* an already earned character point in the spell. Otherwise, he is credited with eighty hours of study of the spell. (If the spell takes a very long time to cast, the mage will also get Learning by Doing credit. See below.) Upon critical failure, an appropriate backfire occurs. (This is considered "study at full speed.")

- Solitary study with a spellbook:

Over the course of time, the mage studies the spell. Guild mages and Healers need a spellbook as well. (One they're capable of reading.) For every eighty hours of study, the player should roll against base skill, or base skill minus one for Very Hard spells. On critical failure, a backfire occurs. (This is not an attempt to cast the spell; it's just a roll to see of something goes terribly wrong as the mage practices the motions.) If the mage survives 400 hours of study, he acquires a *free* character point in the spell. (This is considered "study at half speed.")

- Learning by example without a spellbook:

The mage finds a person who knows the spell he wants to know. The teacher does what he can to convey knowledge of the spell. The teacher had better have skill in Teaching, since Guild magic is very hard to learn without the written word. (Normally, only apprentice Guild mages ever need to proceed in this way; Healers allow any member of the cult access to spellbooks.) The mage listens to one hour of lecture for every four spent in practice. For every hundred hours of study (or when the term is completed,) the player should roll against base skill, or base skill minus one for Very Hard spells; on critical failure, the usual backfire occurs. The teacher will usually be there to help. (Only the last roll is an actual attempt to cast the spell.) If the student survives enough hours of this, he acquires a *free* character point in the spell. How many hours are required depends on the Teaching skill of the teacher.

TABLE 5. Teaching time and number of rolls as function of teacher's skill

Instructor's Teaching skill	Time	Total number of rolls
9 or less	500 hours	5
10	400 hours	4
11	375 hours	4
12	350 hours	4
13	325 hours	4
14	300 hours	3
15	275 hours	3
16	250 hours	3
17	225 hours	3
18+	200 hours	2

(See also "Highly supervised study.")

- Supervised study with a spellbook:

The mage finds a person qualified to teach him, and listens to at least one hour of lecture for every nine spent in practice. (Guild mages also need access to a spellbook.) For every hundred hours of study, the player should roll against base skill plus one, or base skill for Very Hard spells; on critical failure, a backfire occurs. (Only the last roll is an attempt to cast the spell.) Normally, the teacher will be present to help deal with the results. If the mage survives 300 hours of study, he acquires a *free* character point in the spell. (This is considered "study at two-thirds speed.")

- Highly supervised study:

The mage finds a person qualified to teach him and listens to at least one hour of lecture for every four spent in practice. No spellbook is needed. For every hundred hours of study, the player should roll against base skill plus two, or base skill plus one for Very Hard spells; on critical failure, a backfire occurs. Normally, the teacher will be present to help deal with the results. If the mage survives 200 hours of study, he acquires a *free* character point in the spell. (This is considered "study at full speed.")

As long as he knows the spell in question, a Journeyman is qualified to highly supervise the study of an applicant and supervise the study of an apprentice. (Note that supervised study involves access to spellbooks. Apprentices are not supposed to be capable of reading spellbooks...) A Journeyman is qualified to supervise the study of another Journeyman only if the teaching Journeyman has a skill of fifteen or greater in the apropos spell.

As long as he knows the spell in question, a Master is qualified to highly supervise the study of an applicant or an apprentice, and supervise the study of a Journeyman. A Master is qualified to supervise the study of another Master only if the teaching Master has a skill of *eighteen* or greater in the apropos spell.

As long as he knows the spell in question, a Wizard is qualified to highly supervise the study of applicants, apprentices and Journeymen, and supervise the studies of a Master. Nobody is qualified to supervise the study of a Wizard.

1.5 Learning New Spells - Religious Spellcasters

Normally, new powers will simply come when appropriate. Some low-level spells may actually be rote *prayers* that are learned as if they were secular spells. (All of the College of Healing spells are learned as if they were secular spells, although it's usually easier to get access to spellbooks.) Higher powered spells typically arrive as the result of an increase in rank and/or virtue. Exceptions are rife.

1.6 Improving Spell Skill Levels - Secular Spellcasters

Secular spellcasters may improve their skill levels by any of the following means.

- Postmortems (allocating already earned character points):

When a spellcaster attempts to use a spell under stressful circumstances, contemplation of the event and practice may yield insight. Casting the spell during combat and suffering a backfire both count as stressful circumstances. A character who has cast the spell under stressful circumstances, who has with time on his hands, and has an earned character point waiting to be spent may attempt to gain such an insight. To do so, the character must successfully cast the spell three times (not necessarily in a row, but each casting must be under relaxed, contemplative conditions) and then make an IQ roll. Upon success, the character gains such an insight and must invest a character point in the spell. Upon failure, such an insight eludes him. Upon critical failure, the character is deluded into believing he has gained an insight, but actually is at -4 to cast the spell. The character will realize his error under the following conditions: the character casts the spell and fails by one to four units, and then makes an IQ roll.

- One on One Practice:

It is possible (but rare) for a mage to teach another a higher skill level. The teacher must have a skill with the spell two greater than his student's. For every eight hours of study, the student must cast the spell at his current skill level and deal with any results. The teacher is there to help. After two hundred hours of study, the student attempts an IQ roll. Upon success, the student acquires a *free* character point in the skill. Upon failure, nothing happens, but the student may attempt another IQ roll after another 50 hours of work. Upon critical failure, the student's brain fails— he *loses* 50 hours of study!

- Supervised Practice:

The mage finds a teacher, a mage qualified to "highly supervise" him (as described above.) The student listens to an hour of lecture for every four hours of practice. For every twenty hours of work, the student must attempt to cast the spell and deal with any results. Ordinarily, the teacher will be there to help. If the student survives three hundred hours of this foolishness, he gains a *free* character point in the spell.

- Solitary Practice:

Solitary practice is a last resort, since it is very dangerous. The mage casts the spell at minus one over and over until he has a critical success or a critical failure. (!) Afterwards, he spends twenty hours trying to figure out what went right. Or wrong, as the case may be. If he survives four hundred hours of this, he gains a *free* character point in the spell. (This is why truly powerful wizards are recluses. The neighborhood can't survive their studies.)

- Learning by Doing:

If the spell is one that *ordinarily* takes ten minutes or more to cast, the mage may simply elect to cast the spell over and over. If the mage survives eight hundred hours of this foolishness, he acquires a *free* character point in the spell. Remember to deduct fatigue recovery times! The character may *not* elect to trade time for energy when doing this. This effect usually occurs when the character is enchanting magic items, building golems, et al. A mage enchanting a magic item counts half the time towards the Enchant spell and half the time towards the spell in question. Although Enchantment spell skill levels may sometimes be increased through postmortems, Learning by Doing is the usual means.

1.6.1 A subtle and annoying point about making certain magic items

The manufacture of most magic items entails using the Enchant spell to bind an already known spell into an item; as such, the mage already knows how to cast both spells before he starts.

Some spells, like Golem, are a little trickier. There is nothing to the spell *but* making a magic item. So how do you learn the spell?

Answer: the mage must have an unallocated experience point. He gets the spellbook and studies it for a week, as though he were cramming to learn the spell. Then he tries to make the magic item. At the end of the magic item enchantment, he rolls against his base skill (or base skill -1 for a Very Hard spell.) If he makes it, the unallocated experience point goes into the magic-item spell, and he gets "Learning by Doing" credit for the enchantment itself. If he fails, he gets 80 hours of credit towards the magic item spell and "Learning by Doing" credit as well.

This means that a person may have a lot of points in, say, Golem, without ever having successfully built one. Oh, well.

Example: Bob the fire wizard finds a text on manufacturing a fire golem. He has an unallocated experience point handy. He studies the text for a week, and then attempts the manufacture. Fire golems take 400 energy to activate, so he labors for over a year. Finally, he rolls against his base skill [IQ + Magery + Eidetic Memory bonus - 2]. If he makes it, the golem is activated: the unallocated experience point goes to Fire Golem, and the time he spent building the golem counts as experience. 400 days at eight hours a day is 3200 hours of labor; every 800 hours nets him a character point. Half of these go to Enchant and the other half go to Fire Golem. Bob now has three points in the Fire Golem skill. If Bob blows his skill roll, he'll still get the two points in the Fire Golem skill; but instead of his unused experience point converting to a point of Fire Golem skill, he'll be credited with 80 hours of study of the spell.

Another house rule we use is that you need your spellbook to create a magic item, unless you can legitimately claim to have it memorized.

1.7 Improving Spell Skill Levels - Religious Spellcasters

Normally, skill levels are improved whenever the character has enough character points to do so. The spell must be successfully cast at least once at a given skill level before further improvement is possible. Exceptions exist.

1.8 How Much for that Spellbook in the Window?

Spellbooks are relatively cheap, considering. Roman Guild spellbooks are written in the Guild cant; translating anything written in the Guild cant is a good way to find oneself on a lily pad. Sun-Cult spellbooks are in Latin, and available only to the ordained; Arch-Cult spellbooks are found in a number of languages, and are banned by the Church. Healing spellbooks are found in a number of languages, and are available to any member of the cult; it's not hard to find them in other contexts.

The typical Journeyman spell may be described in ten pages *or* as many pages as fatigue points the spell normally takes to cast, whichever is greater. Enchantment spells have a tenth as many pages as they cost to cast. Area spells take five times their base cost. If the resulting figure seems silly, guess ten pages. (Examples: Air-Golem takes four fatigue to cast— ten pages. Crystal Ball takes 1000 fatigue to cast— one hundred pages. Bless Plants is an area spell costing 1 per hex radius— ten pages. Weather Dome is an area spell costing 3 per hex radius— fifteen pages. Powerstone takes 20 fatigue to cast— guess 10 pages. Clouds is an area spell costing 1/20 per hex radius— guess ten pages.) Double this figure for Master level spells; quadruple it for Wizard level spells.

Blank books cost $20 (ten pages) to $40 (two hundred pages, very heavy!) Spellbooks cost $20 + $5 per page. Most books available for sale from the guild were copied by hand by people who don't speak the language. Not trusting this process, many people recopy spells themselves. It takes about two hours to copy and verify a page if you know how to read the language, three hours otherwise. Benevolent GMs will let this time count as Solitary Study of the spell. Transcription errors can yield intriguing situations down the road.

Wizards usually keep notebooks. These are very valuable, but very difficult to understand. Rather than holding discrete spells, they usually hold descriptions of processes of interest mostly to other wizards.

2.0 Religion and Politics: Roman Guilds of Magic

2.1 Introduction

The following twelve Colleges of Magic have established "Guilds" in the Roman Empire and Europe: The Colleges of Air, Animals, Domination, Earth, Fear, Fire, Illusion, Knowledge, Making, Plants, Speed and Time, and Water.

None of these guilds are persecuted by the central government. They are power blocks. Each guild's internal organization is similar although not identical. A guild is an organization of practitioners of a particular field of magic. The field of magic itself is called a college. The two terms are sometimes interchanged, but the meaning is usually clear from context.

2.2 Status vis-a-vis the Guild

Non-member: Someone without a talent for the college. Guilds can and do hire non-members; powerful patrons may be made honorary members.

Applicant / Novice: An applicant is a person who seems to have a talent for the college. (I.E.: Magical Aptitude apropos to the college.) The guild offers the applicant a job of some sort; the applicant works in a non-magical context while being observed. If the powers that be like him, he is allowed to study one of the college's canonical spells. If the applicant learns enough to successfully cast the spell he is allowed into the college as a "novice." He works to master the spell, serves as a spectator, etcetera. If an applicant has a talent for the college but is clearly unsuited for membership and indoctrination, accidents have been known to occur.

Apprentice: Once the mage masters the canonical spells, he begins to study simple spells; when he casts one successfully, he formally becomes an apprentice. Apprentices may work in the guild library (under *constant* supervision,) but they are otherwise barred entry. (Apprentices spend their time in the library copying spell books. A common side-effect of a few years as an apprentice is the skill of Calligraphy.) Apprentices are not taught the guild cant, although they may learn a lot of the verbal form through osmosis. The apprenticeship is also a period of observation; if the apprentice does not work out, the apprentice is discharged and/or disposed of. Seven years is the traditional length of time for a student to remain an apprentice.

Journeyman: Upon mastering the simple spells, an apprentice begins to study complex spells. Upon successful casting of a complex spell, the apprentice becomes a Journeyman. A Journeyman is a full member of the guild, paying $600 per year. (Services— long term food and housing, emergency medical assistance, etc.— are extra, but cheap. The library is free…) This goes in spurts: a Journeyman may live in the guildhouse teaching for a year on survival pay, then be free for five, etc. Journeymen usually spend some time in a guild hall before setting forth to make their fortune. Much like modern graduate students, they teach applicants and apprentices, aid Masters in the administration of the hall, and learn the Guild cant. This empowers them to discuss abstruse magical concepts and *read* spell books. (Apprentices *copy* spell books, but have no chance of understanding them. Apprentices are instructed entirely verbally.) When not teaching, Journeymen read a lot and practice magic. Journeymen have access to the guild library, but are forbidden to know anything of the high esoterica. Journeymen are empowered to make preliminary judgements; they may teach anyone how to cast the canonical spell of the college. High-status Journeymen may be granted permission to take on apprentices.

Master: Upon casting an esoteric spell, a Journeyman becomes a Master. A Master pays $1200 a year to be a member of the guild. Masters are empowered to keep applicants and take apprentices, and to instruct Journeymen. As long as they do so, Masters may reasonably expect food and (modest) housing from Guildhalls. Masters have access to high esoterica, although they are ill-equipped to understand it. A council of Masters may promote apprentices to Journeymen, and appoint others to their rank.

Wizard: Guilds do not ordinarily distinguish between Masters and Wizards. However, any mage who casts a Rank 5 spell earns the title Wizard. Most wizards are either reclusive or commanding the guild. They, too, pay $1200/year if they wish to maintain membership. Wizards are capable of learning high esoterica.

2.3 Guild Installations

2.3.1 Accredited Installation

A fancy term for a recluse who remains active in Guild matters. (A Master or a Wizard, or a high-status Journeyman.) Such a recluse may legitimately take on apprentices and train them with the blessing of the Guild. However, such a recluse may not promote apprentices to Journeyman status. Accredited Installations are bound to offer minimal hospitality to Journeymen, Masters, and Wizards— food and shelter. Accredited Installations have the responsibility to keep an eye on the community for appropriate recruits, evaluate their potential as members of the guild, and get them to a guild hall if they don't wish to take them on as apprentices themselves.

2.3.2 Town Guildhall

A Town Guildhall is an established house of teaching and support for guild members, located in a town-village complex or a very small (1K - 2K) urban area. These Guildhalls are usually operated by a senior Journeyman, one or two apprentices, and a few applicants. The leaders of rural guildhalls usually have a social standing of 1. The typical town guildhall leader is a mage whose progress has been slowed by a lack of aptitude— IQ 12 or Magery-1 types. Unable to progress much beyond the rank of Journeyman, these mages take over a small-time Guildhall. Mages are quite scarce, so most Town Guildhalls are actually high-class inns with certain floors forbidden to nonmembers. Town Guildhalls have small libraries; it is reasonable to expect that common Journeyman-level spells may be found here, but little else.

2.3.3 Small Urban Guildhalls

Small Urban Guildhalls are found in towns with a population of 3K to 40K. Urban halls have a Master, perhaps a few Journeymen, and a number of apprentices and applicants. Leaders of small urban guildhalls have social rank of two. Their libraries hold all Journeyman spells and common Master-level spells.

2.3.4 Large Urban Guildhalls

Large Urban Guildhalls are found in cities with a population of 40K and up. They are lead by a Master's Council (one social rank 3 chair, two social rank 2 members) and staffed by Journeymen et al. Master's Councils are empowered to raise apprentices to Journeymen and raise Journeymen to Masters. Their libraries hold most spells but the high esoterica.

2.3.5 Craft Guildhall

There are exactly twelve of these guildhalls, all found in Rome. They are run by the High Council (six social-rank 4 Guild Councilmen, one social-rank 5 Guildmaster.) Their libraries are comprehensive.

If a vacancy occurs, the remaining administrators select a person from the next rank down to promote. For example, if a member of a Master's Council dies, the remaining members seek a Small Urban Guildhall head to (relocate and) promote.

2.4 The Guild Cant

Each guild has a cant— nothing more than a deliberately impressive-sounding tongue with which guild members can communicate. Although the cant is usually spoken only when guild members are discussing magical theory, all texts about magic are written in the cant. This helps protect the guild's monopoly on magic. Teaching a guild cant to anyone but a Journeyman of the guild, or translating anything written in the cant, is grounds for summary death at the hands of the guild. (This is extralegal vis-a-vis civil authority.)

Guild cants are Mental/Easy skills. As spoken languages, they stink; players trying touse the cant to discuss topics other than magic are restricted to monosyllables. As written languages describing spells, they are excellent; characters with half a point or more in the cant, or Journeymen with an IQ of 13 or more, should *not* have to roll to understand a written spell description or a spellbook. Exceptions include archaic documents and Wizard's notes.

2.5 The Political Role of Roman Guilds

Guilds tend to remain neutral in regional and international affairs. The guild's allegiance is to its members, and vice versa. Governments and cults don't like this, but they seldom do anything about it. (However, guilds have been driven underground when the political climate shifted; in particular, the College of Entities is known to have been a tolerated guild before the rise of the Sun-cult. The College of Necromancy has always been underground.)

Mages are uncommon, and there are twelve Guilds; each Guild has very few members. In fact, they're rather shadowy; more along the lines of a secret society than a "professional" Guild.

2.5.1 College of Air

The College of Air is in a peculiar situation. The celestial realm is on everyone's mind (being the battleground between the Sun and the Arch) but the Guild does not enforce compliance with any particular religious standard. Political leaders are selected for disinterest in matters theological, which leaves a bad taste in the collective mouths of the Sun-cult states.

2.5.2 College of Animals

The commercial/political importance of this guild is limited by its opposition to certain practices, notably overwork, cock/dog/bull fighting, and castration. However, they will work with companies of cavalry, giving the guild a certain political power. In the event that two members find themselves on opposite sides of a conflict, they will usually try to meet and work something out.

2.5.3 College of Domination

Domination mages are much in demand as spies, interrogators, and assassins. The College can be counted on to be neutral until attacked itself. Since members of this guild are (rightly) feared, guild installations are typically isolated— if in an urban area, the hall will be in the middle of a slum. Domination mages generally go to a fair bit of trouble to remain unknown; commoners get out of the way of people in deep cloaks. If two members of the guild find themselves on opposing sides, they will be polite to each other but battle nonetheless.

2.5.4 College of Earth

Since Earth mages can control earth spirits (who are thought of as being more uncaring than malevolent,) this guild is mostly left alone. However, the Guild is opposed to large-scale mining operations; thus, Earth mages are unwelcome in mining communities. Since this pretty well characterizes much of England, there is only one guildhall in England, located deep in the mountains. There are a fair number of recluse mages scattered through the English countryside. This guild is on friendly terms with the College of Fire, but is irritated by the College of Plants.

2.5.5 College of Fear

The College of Fear hires out a lot of bodyguards. As their magic is almost entirely defensive, Fear mages could care less about working on opposing sides; friends have even been known to correspond while working the day long to dispel each other's spells. There is a decent working relationship between this guild and the College of Knowledge.

2.5.6 College of Fire

Fire spirits are thought of as friendly but treacherous; this attitude spills over onto members of the guild. Even tolerant people will always be watching their backs; others will avoid all but inessential contact. Fire magic has obvious and dramatic military potential, and fire mages often appear on opposite sides of military engagements. They don't mind this, and have no qualms about setting each other ablaze. (Although they dislike seeing a fellow guildmember killed by mere mundanes.) This guild is on friendly terms with the College of Earth.

2.5.7 College of Illusion

Who can tell?

2.5.8 College of Knowledge

Although ostensibly dedicated to enchantments having to do with information, members of this guild are prone to scholarly research as well. Members also find themselves entangled in political pursuits (I.E., espionage & counterespionage.) Intelligence also passes up the guild hierarchy. There is a decent working relationship between this guild and the College of Fear.

2.5.9 College of Making

Members of this guild care for nothing but the work to be done.

2.5.10 College of Plants

Their opposition to further land-clearing for agricultural purposes makes this guild unpopular in parts of France and England. However, plants are held to be the result of the domesticating effect of Ocean on the Earth; as such, the guild is thought well of by tolerant Sun-cultists and most Ocean-cultists. The guild tends to patronize the College of Earth; in turn, Earth mages find Plant mages sappy.

2.5.11 College of Speed and Time

This guild provides the most efficient high-speed medium-range communication service available. Since members of this guild tend to live in a state of perpetual exhilaration, they are well thought of. Members of this guild are prone to long sabbaticals.

2.5.12 College of Water

This College is on poor terms with intolerant Sun-cultists and most Ocean-cultists. The Ocean-cult holds that *true* water-spirits could be nothing but friendly; any beings demonstrating the converse clearly fell from the sky or burrowed up from the earth. For instance, while a Water mage would be inclined to be neutral or friendly to a merman, an Ocean-cultist interprets their unwillingness to attack Islamic shipping as evidence of their diabolic sympathies. On the other hand, Water mages wield practical magic— Predict Weather and Mollusk Control spring to mind— so the guild has great economic significance.

3.0 Metaphysics and Theology

3.1 Sun-Cult Demonology

3.1.1 Introduction

The Sun-cult classifies demons as follows. Demons fall into two classes: *malevolent spirits* and *true demons.* Malevolent spirits are supernatural beings hostile to mankind, but unallied with the Arch-cult. True demons are supernatural beings hostile to all of mankind but allied with the Arch cult. (True demons have been known to attack Arch-cultists, however.) Typical malevolent spirits include *intractable demons,* earth-zombie spirits, and the false gods that nonhumans worship. Typical true demons include succubi, demonic familiars of Arch-cultists, and incorporeal "possessing" demons.

3.1.2 Intractable Demons and "Pentagrams"

Intractable demons are so-called because no known control spell is effective against them; such demons must be destroyed or banished. "Backfire" demons are examples of intractable demons. The spell described on page M65 summons a demon of this class. The spell is extremely dangerous, since the names of demons are rarely available; summoning *a* demon can easily bring in a creature too powerful to handle. (The Church is still awaiting divine revelation as to why it is possible to control an intractable demon when it is first summoned.) The spell entitled Summon Demon on the Roman Secular Unrestricted Spell list is exactly the spell described on M65; however, were this the best of all possible worlds, it would be called Summon Intractable Demon. The twelve Roman Guilds claim that their copies of the spell are retained for research purposes only, and the guilds have been known to expel members who have been proven to cast the spell. Learning to cast Summon Demon is a capital offense, as is casting the spell and teaching others to cast it.

Also misnamed is the spell Pentagram. The spell entitled Pentagram on the Roman Secular Unrestricted Spell list is exactly the spell described on M53; however, were this the best of all possible worlds, it would be called Circle of Protection. Although the defensive spell of choice for those dealing with intractable demons, the design drawn on the ground is not pentagram-shaped and is of little utility when attempting to summon or control other magical creatures. (For example, one would find it useless when summoning an elemental; once the creature appeared, one could not cast Control Elemental on it!)

3.1.3 True Demons

True demons are most commonly encountered in the context of the Arch cult. Arch-cultists summon such beings with an *inverted pentagram,* a design that has no power apart from providing a gateway through which the demon passes. Such a demon must be bargained with or magically controlled. True demons are somewhat vulnerable to control spells, although most cultists prefer to persuade the demon to co-operate. The Arch-cult variant of the spell is entitled Summon True Demon. Note that the Arch-cult list does not include the spell "Pentagram" or any variant thereof!

3.1.4 The College of the Entities

The College of the Entities is known to have had spells that summon and control other classes of creatures. In particular, the College possesses the spell True Pentagram. True Pentagram is identical to the Circle of Protection, except that *mind control magic may pass both ways.* The drawn design is an upright pentagram. The typical member of this college would summon a being within the pentagram and attempt to control it; if the attempt failed, the summoner would simply allow the creature to return whence it came. (However, a sufficiently powerful creature could simply cast a mind-control spell on the summoner...) This process was less fraught with danger than working with intractable demons. But, by their nature, malevolent spirits, true demons, et al. are harder to forcibly summon. The teachings of this guild were banned when the Sun-cult rose to power; one of the classes of beings the College worked with included *benevolent* sun-spirits. Summoning and controlling beings allied with the Sun was blasphemous. Underground practitioners of the college's teachings are thought to still exist.

3.2 The Sun-Cult, Ocean-Cult, and Arch-Cult

3.2.1 Answers to Frequently Asked Metaphysical Questions

From a Shattermass service by Pope Lumen XV.

- What is the Sun?

  The Sun is Our Lord.

- What is the Ocean?

  The Ocean is Our Lady, the wife of the Sun and agent of our salvation.

- What is the Arch?

  The Arch is the shattered remnants of the Moon, the betraying son of the Sun and the Ocean.

- How did this come about?

  Once, long ago, the Sun and the Ocean lived in the sky in a state of perfect bliss. And in this bliss, they bore a single son, the Moon.

  They were pleased, for the Moon was not so bright and harsh as the Sun nor so soft and weak as the Ocean. But too late, they realized that the Moon was neither so honorable as the Sun nor so kind as the Ocean. The Moon coveted the Ocean, and when the Sun would not give her to him, the Moon was angry. The Moon seized the Ocean and cast her out of the sky, onto a flaming ball of dust. Then the Sun and the Moon struggled, and the Sun struck the Moon a mighty blow, shattering the Moon. The Moon became the Arch.

  But the struggle weakened the Sun and the fall weakened the Ocean. The Arch surrounded the ball of dust and the Ocean and keeps the Sun from coming to her aid. The Sun and the Arch fight to this day.

- Who are we?

Before the Ocean was cast to the ball of dust, we were miserable starvelings ignored by the other earth-creatures and taunted by the fire-creatures. But even after her fall, the Ocean's kindness overcomes all. She took sympathy on us, caused plants to come from the ground and sent rain to quench the flames. We took her into ourselves and turned our dust to flesh.

- What will happen when I die?

  Your body will be cast into a sacred river, and the Ocean will gather you to her breast. If there is no sacred river near enough, your body will be carried to a Tower of Silence and given to the Sun. This is the right and proper way to prepare the dead for the great journey to the sky. The pagans bury their dead in the earth and in the earth they will stay. The pagans burn their dead in fire and in the fire they will stay.

  When the Sun defeats the Arch and the Ocean rejoins the Sun in the sky, she will choose her favorites of us and take us with her. The rest she will leave to starve and burn for eternity.

- Why is there evil?

  The Arch has corrupted earth-creatures and fire-creatures. He has made terrible things burrow from the ground and fall from the sky to torment us. He has sky-demon allies who delude the foolish and promise an easy path to the sky.

- Who is good?

  Our friends are the humans who worship the Sun and the Ocean in the proper way.

- Who is evil?

  Many are evil. Dwarves, who live in the mountains and are creatures of the earth. Elves, who live among corrupted plants and are creatures of the earth. Orcs, who live in burning deserts and are creatures of the earth. Merfolk, who fell from the sky into the water. Earth-creatures want us dead. Fire-creatures are friendly, but will turn on us the moment they get the chance.

- But Dwarves and the others bleed as we do. How are we different?

  Ocean gave us water. The others envied us and the foul spirits they worship stole water from Ocean.

- How may I be good?

  Serve your liege. Venerate the Sun and give thanks to the Ocean. Confess your sins and do the prescribed penance. Obey the Church.

3.2.2 The Sun-Cult and the Roman Empire

The Roman Empire has long been associated with the Sun-cult, although church historians say the great revelation occurred in east Hlaotash. Pope Photon I traveled to Rome, and succesfully predicted the shattering of the Moon into the Arch. He was immediately recognized as the true spokesman of the Sun; shortly thereafter, the Emperor declared the Sun-cult the official faith of the Roman Empire.

Although the barbaric hordes attacked agents of the Roman Empire, they left their temples and cathedrals alone. When it became clear that Rome had overextended itself, the Twelve Guildmasters assassinated the Emperor and pulled back the legions, forming a line at what is now the French-Roman frontier. The Roman government was paralyzed for hundreds of years, but the church maintained the network of cathedrals and used its supernatural influence for the good of the people. In particular, in 846 Pope Scintilla IV stopped Orcish raids by bringing a great meteor down on a pass through the Flint Mountains; this convinced the native French and English peoples that there was something to the Sun-cult.

In the interregnum the Holy Land had been lost. In 403, a prophet named Mohammad led hordes of Gnostic fanatics into the Holy Land; at the time, the Roman Empire was busy defending its Northern frontier. In 975, Pope Gloriole X called on Sun-cult peoples to take the Holy Land back from Islamic states. Basing their efforts on the island of Sicily, Europe launched seven great Crusades to the Holy Land; the Seventh was a complete victory. In 1023, the previously neutral Islanders began attacking European shipping; nothing could move up or down the European coast or in the waters of the Sicilian Archipelago. The Islanders kept re-enforcements from leaving European ports; the Holy Land was lost in mid-1023. The blockade continued; in late 1023, the slaves of Sicily revolted and massacred the remaining Europeans. (The Islanders took over, but in 1130, the slaves revolted again. Sicily is currently in an uneasy alliance with the Islanders.)

One cannot speak of the Sun Cult as a monolithic entity. In some places the Church can legitimately be said to benefit the people (IE, parts of rural England.) In others, veniality is a joke among the peasantry (IE, France.) Don’t tick off a member of the Siennan Inquesition, and if you meet a Knight Templar, be *very, very* polite to him. The black ex-slaves of Sicily practice a peculiar variation of Sun-Cult worship known as *voodoo*.

The distinction between the Sun-Cult and the Ocean Cult is analagous to the distinction between worshiping the Holy Trinity, and venerating Mary. Same theology, different emphasis. The Sun is strong, but is unlikely to intervene in day-to-day life; the Ocean is merciful and caring.

Sun-Cult communities habitually call on the Sun and the Ocean to bless new seedlings. The entire community will travel from one field to another, chanting and singing, led by an invested priest.

3.2.3 Archangels and Saints

There are five archangels— strong patrons to segments of society and objects of veneration. They typically appear in shrines depicting the scene of the first Breakday.

- Arkunui: Sun’s servant. Portrayed binding Sun’s wounds. Patron to unmarried men.
- Shakan: Sun’s capitalistic retainer. Heavily muscled, portrayed with a whip astride a heavily laden ox. Patron to herders and merchants.
- Kidgashii: Twin brother to Kuiimar. Portrayed as a right-handed warrior with a hammer, often on a horse. Patron to soldiers.

- Kuiimar: Twin brother to Kidgashii. Portrayed as a left-handed wizard, often juggling three burning stones. Patron to scholars & magic-users, but also (at Ocean's behest) taught humans how to use flame.
- Nashi: Ocean's most trusted handmaid. Portrayed in standard rep. in the back with eyes downcast. Some Ocean-cult shrines depict her scattering rose stardust in the path of Ocean. Pink tektites are associated with Nashi. Patron to unmarried women.

There are also any number of saints (martyrs, mostly,) who occasionally receive prayers.

3.2.4 The Arch-Cult

The Arch-Cult is a Sun-Cult heresy, much as medieval Satan worship was a Christian heresy. The Sun Cult holds that the Sun will someday defeat the Arch, heal Ocean, and leave, taking the faithful with them. The Sun Cult alleges that the Arch Cult believes the Arch will triumph, come down to Earth, and possess Ocean. It is impossible to say what the organization and beliefs of the Arch Cult actually are; captured Arch Cultist's confessions vary wildly.

A.1.0 Appendix: Wish list and other miscellany

A.1.1 Wish list

Sickos who dislike the idea of one spell list for each field could write one monster spell list containing ALL the spells from GURPS Magic. This might require more then 5 basic divisions. D&D-heads might favor the number 9; ah, the good old days of first-level through 9th-level spells...

Cantrips would be a good idea; nearly-useless 1st rank spells, perhaps Mental/Average or even Mental/Easy. Such as Visually Impressive Illusory Juggling for the Illusion list, or Treat Wart for the Healing list.

High-end spells would be a good idea, for us power gamers who miss calling down Flame Strike on the bastard in plate armor... Toss these into the fifth or sixth rank, give them insanely high casting times or fatigue costs, and we've got Merlin.

Wizards should be able to improvise spells. Not having much dealt with casters that powerful, the question hasn't come up.

A.1.2 Tech levels of magic

One could envision different "tech levels" of magic. ("Thaum" level?) I propose:

TABLE 6.

Tech level	Description
0	Religious magic and innate magical abilities only. (Including "celestial magic" as used in this document.)
1	Magic-field theories. (IE: Fire Magic theory, taught and used by the Fire Guild.)
2	Limited metafield theories. (IE: cross-discipline work by College of Fear.) This document describes this level of magical technology.
3	Integrated magic. (IE: GURPS Magic prerequisite system-- any spellcaster knows enough theory to learn any spell with only a few prerequisites at skill level 12.)
4	Designed spells (cf. Fantasy Hero.)
5	Magical equivalent of Industrial Revolution-- converting natural power sources to mana. For example, a water wheel could be hooked to some bizarre converter to produce a ready source of mana to recharge powerstones or maintain a spell. Keep the total about of mana available low— say one fatigue / minute for a typical mill stream.
6	Elemental secular magic becomes a subfield of physics and engineering. Perhaps we'd get a thermodynamic explanation of magic-- where the devil does that magic fire come FROM, for crying out loud?
7	(Early) Plant magic integrated with botany. (Late) Speed and Time magic integrated with quantum mechanics.
8	Healing magic integrated with biology. Development of practical necromancy through trial and error— lots of zombie cyborgs.
9	Innate magical abilities integrated with biology, explaining knack magic, magical animals, and celestial magic.
10	Illusion magic and domination magic integrated with psychology and neurology.
11	Necromancy integrated with science, finally explaining the nature of the soul.
12	Integration of Baconian philosophy (aka "Scientific Method") and religious magic, explaining the nature of deities and the afterlife.
13+	POOF. You're a God.

One could envision a game-world where different nations and cultures are at different places on this scale.

Using the scales above, a Fantasy Hero world would be TL/3 but with thaum level 4. Maybe the real world is TL/7, thaum level 0...

A.1.3 The UNIX Distribution

In the root of the distribution, you will find the Important pregenerated stuff.

“GurpsSL-1.1.rules.Frame3.0.doc” is a FrameMaker document, in Frame 3.0 Maker Interchange Format.

“GurpsSL-1.1.rules.Frame3.0.ps” is a PostScript version of the Frame document. It has been observed to work on Apple LaserWriters and that’s it.

The “Lists” directory holds the actual spell lists. They are in a very ugly format:

```
Spell‘Rank‘Subrank‘Prerequisites‘Mand?‘Class:Points:Skill:Time:Durat:Cost:Maint:Notes‘Page‘Comments
```

There are eight fields, separated by backticks. The sixth field is information for a “grimore”: a player’s list of a character’s spells, including such information as time and energy to cast, etcetera. (Why the sixth field instead of the eighth? Historic reasons...)

Here is a description of each field:

TABLE 7. Meaning of fields on the spell lists

Field	#	Meaning
Spell	1	The name of the spell.
Rank	2	Rank of spell: 1 for canonical, 2 for simple, 3 for complex, etcetera.
Subrank	3	No entry for most spells. 1 if the spell is a prerequisite for another spell, 2 if the spell has a subrank 1 spell as a prerequisite, 3 if the spell has a subrank 2 spell for a prerequisite, and so on. (Prerequisite, in this context, means “You must have the prerequisite spell at a skill of *12* in order to learn this spell.”)
Prerequisites	4	Any spells you have to know at a skill of 12 or better in order to be able to learn this spell.
Mand?	5	Short for “Mandatory.” There will be a “Y” in this compiler if this spell must be mastered in order to learn spells of the next rank. (Mastered, in this context, means “You must have this spell at a skill if *15* in order to learn spells of the next rank.”)
Page	7	What page the spell is found on, in second edition *GURPS Magic*.
Comments	8	Specific comments about the spell— unusual prerequisites, limitations on effectiveness and ritual, etcetera.
Class	6.1	For grimores, the class of the spell. (I.E.: Regular, Missile, Enchantment, etc.)
Points	6.2	For grimores, how many points the character has in the spell.
Skill	6.3	For grimores, the skill level the character has achieved in the spell.
Time	6.4	For grimores, the base time it takes to cast the spell. (It makes more sense to record the base time here, since the amount of time it actually takes to get the spell off can vary wildly.)
Durat	6.5	For grimores, how long the spell lasts.
Cost	6.6	For grimores, the base energy cost it takes to cast the spell.
Maint	6.7	For grimores, the base energy cost it takes to maintain the spell.
Notes	6.8	A field for comments.

There are two perl scripts: “textmaker” and “grimoremaker”. When textmaker is run from the root of the distribution, it populate the directory “Texts” with flat ASCII versions of the spell lists. The script grimoremaker, when run from the root of the distribution, populates the directory “Grimores” with blank grimores for members of each college.

The scripts textmaker and grimore have another use:

- You can use the perl script “textmaker” to generate a specific college’s spell list. The command

  ./textmaker filename.list

  will create a file called “filename.txt” containing the college’s spell list.
- You can use the perl script “grimoremaker” to generate a character’s grimore. Copy the college’s spell list into a new file. Edit it as appropriate for the player, deleting spells he doesn’t have, filling in casting information, and so on. Then the command

  ./grimoremaker filename.list

  will create a file called “filename_grimore.txt” containing grimore information for a character.

You will also notice that for most spell lists, there is a file called “filename.notes”. This file holds a description of the spell lists’ footnotes; it has been split out to simplify writing scripts.

The script “flatmaker” emits a single flat ASCII file containing all spell lists and blank grimores.

A.1.4 Design Notes

You will note that the Healer spell list does NOT incorporate certain powerful healing spells from GURPS Magic. Regeneration: phooey. For $500 retail you get a lopped-off limb back? Preposterous. I happen to be fond of people missing body parts... but you can always rewrite the list to taste.

“Mastery” of a spell comes at a skill level of 15. Why 15 instead of 12? 15 is where spellcasters get to save a point of fatigue on the spell. Makes for better chrome. You want to call yourself a Master mage, there sould be fairly long list of things you can accomplish with little or no effort. Why are minimum Magery requirements ignored? Under this system, mages have to put in long hours of work anyway; the minimum Magery requirements are no longer needed for play balance, and I didn’t feel they added any useful chrome.

The best model for a medieval institution similar to the Catholic Church is the Catholic Church, but I wanted something a little more polytheistic. The Sun Cult comes complete with a nice Oedipal complex, and completely ducks most annoying thological questions—fill in the blanks as you see fit. The Sun Cult also has a multiplicity of critters to address prayers to—it can be converted to an extremely polytheistic theology if you make up a saint or an archangel every time you come up with a cool idea for a cleric. Remember that you can worship the same thing a hundred different ways. You want a dark-skinned female bloodthirsty diety? Obviously Nashi in a bad mood…

A.1.5 Address

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