



Uncle Enzo's CosaNostra Pizza

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6th Delivery

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Appetizer

This Delivery is being prepared at the 11th hour, as usual, and so more archival material is presented here. Some of this is very old (1989 to 1991) and hasn't been updated to allow for new material. Bear with me. I also haven't had time to scan appropriate images, so you'll have to deal with clipart. BTW, never try to use Office 97 with only 16 Megs of RAM.

I've included an Alternate Earth, a book review (I've started reading more lately), and some general magic material, as well as from Tékumel and Lorimyr. Let me know what you think.

Alternate Earths

Olympus

Around 1000 BCE, a Wild Card-type mutagenic virus was released in Earth's atmosphere in the area of Athens for reasons similar to those explained in GURPS Wild Cards. It quickly spread throughout Greece and Asia Minor. The mutations caused by it gave rise to a class of what the locals called Gods, Demigods and Demons. The virus had one difference from the Wild Card virus: it affected animals as well as humans, giving rise to fantastic and horrible creatures. Wind currents and sea trade brought the virus to the rest of the world over the

next decades. Everywhere it touched, a class of Gods and Demons arose, as well as creatures of legend.

The current time period is 243 A.C.E. and it is in TL 2. This Quantum 3 timeline is strictly quarantined for fear of bringing the virus to Homeline. The handful of observers spend their entire stay in a sterile force field, and they must remain in isolation for months when they return. The original four agents who discovered this timeline have remained to avoid contamination. One of these agents contracted the virus and mutated into what can only be described as a dryad: a being with an immense affinity and control of plant life. She recently broke contact with Homeline. It is feared that she has retreated to the fastness of the Northern European forests. The other three maintain contact with the Homeline observers, giving reports of events.

Book Review

Gun, with Occasional Music by Jonathan Lethem

The quote after the dedication of this book sums it up quite nicely: "*There was nothing to it. The Super Chief was on time, as it almost always is, and the subject was as easy to spot as a kangaroo in a dinner jacket.*" -- Raymond Chandler". This science fiction novel is a hard-boiled detective novel in the style of Raymond Chandler set in a future from Philip K. Dick: drugs, talking animals, and inquisitors who keep track of people's Karma Points (when you hit zero karma, you're probably headed for the cryo-freeze jail next time you slip up). Conrad Metcalf is a private inquisitor who recently had been shadowing a doctor's wife. A week or two after quitting the case, his employer turns up murdered. Metcalf decides to find out what happened, even though he has no client. By the way, he does run into a kangaroo in a suit. Recommended.



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www.io.com/~slocum/apa.html

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GURPS Magic

Mage's Bag of Tricks

As stated on p. M9, all mages have a bag of that contains various substances used as spell components. But there are no rules to deal with spell components. These rules attempt to rectify this gap.

The magic bag is usually a small pouch filled with herbs, stones, chalk, etc. Treat this as \$100 worth of miscellaneous materials, including the pouch.

Every month the mage needs to replenish some supplies that have been used, gone stale, or otherwise become useless. The cost of maintaining the ingredients is approximately \$10/month. Various penalties will accrue if this is not done.

If a mage is without his "bag of tricks", all spellcasting is at -1, and all ceremonial magic is at -3. If a mage has not replenished for a month, one college of spells, GM's choice, is at a -1 penalty. Each further month that the pouch is not replenished, another college gets the -1 penalty. After four months, treat as if the mage had lost his pouch, including the need to replace the whole pouch.

These rules can be used as a control mechanism by the GM. As long as the GM feels things are going well and players are not abusing spells, price and availability

remain stable. This cost or availability could change if mages or spells get out of hand. The mage bag could also be the reason for adventuring. Perhaps the mage needs a component for his Teleport spell that has suddenly become rare. He needs to hire some stout adventurers to accompany him on the quest for Mountain Goat bladder.

Magic Specializations

Different types of mages exist with various specializations. These specializations are mutually exclusive, and members of one type cannot crossover and cast spells of the other types. Prerequisite spells of forbidden colleges may be learned, but not cast.

Wizardry

This involves "white" magic that does not harm or coerce the subject and does not involve souls. This discipline is usually opposed to Sorcery and Necromancy, though individuals can coexist.

Colleges:

- Knowledge (except Divination)
- Communication/Empathy (except Control Person, Exchange Bodies, Possession and Permanent Possession)
- Light/Darkness (except Darkness and Dark Vision)
- Healing (except Instant Restoration, Instant Regeneration and Resurrection)

Sorcery

This involves magic that can harm or coerce the subject and often involves souls and spirits. This discipline is usually opposed to Wizardry, though individuals can coexist. This discipline is often allied with Necromancy.

Colleges:

- Mind Control
- Communication/Empathy
- Necromancy (except Zombie, Control Zombie, Turn Zombie, Resurrection, Age and Steal Youth)

Necromancy

This involves essentially "black" magic of death and darkness. Necromancers are universally feared. This discipline is often allied with Sorcery.

Colleges:

- Necromancy
- Light/Darkness (except Light, Continual Light, Colors and Flash)
- Body Control
- Mind Control (Fear and Terror only)

Conjury

This discipline involves the creation of illusions. Feats of sleight of hand are also within this field. This discipline is often mistaken for "stage" magic and parlour tricks.

Colleges:

- Illusion/Creation
- Sound

Skills:

- Sleight of Hand

Alchemy

This discipline involves the creation of magic elixirs.

Skills:

- Alchemy

Divination

This discipline involves the prediction of events through Astrology, Tarot cards, and other methods.

College:

- Knowledge (except See Secrets, Wizard Eye, Invisible Wizard Eye, Mage Sight, Mage Sense, Identify Spell and Analyze Magic)

Skill:

- Astronomy/TL 3

Healing

This discipline involves the healing of the body.

College:

- Healing
- Body Control (Resist Pain only)

Skill:

- Physician

Magesmithy

This involves the forging of magical weapons and armor.

Colleges:

- Enchantment (Enchant, Weapon Enchantments, Armor Enchantments, and Limiting Enchantments)
- Making/Breaking

Skill:

- Armoury

Runesmithy

This discipline involves the casting of magic through runes. All spells must be cast through runes.

Colleges:

- all colleges

Skill:

- Rune Lore

Nature Magic

This discipline involves the magic of animals and plants. Primitive mages, such as Druids and Shaman, fall into this category, as well as foresters.

Colleges:

- Knowledge
- Plant
- Animal

Unrestricted Colleges

The following colleges are open to any of the above disciplines:

- Protection/Warning
- Meta Magic
- Elemental
- Movement
- Food



Tékumel Magic

The nature of magical warfare on Tékumel is different than described in GURPS Magic. Most conventional armies have a contingent of mages and priests who cast massive spells to support the army and discomfit the enemy. The following college contains the spells to perform these large battlefield effects.

The College of Battle Magic

Original copyright 1990

Channel ST (Mental/Hard)

Regular

As for Share ST, except that the receiving mage must cast the Focus ST spell before being able to utilize the offered energy, and more than one mage may channel fatigue to the focusing mage. Only one receiver can be specified. Because of the powerful nature of this spell, fatigue used by this spell is recovered at the rate of 1 per hour.

Duration: 10 seconds, or until a spellcasting begun in that time is finished. Cannot be maintained.

Cost to Cast: 1 for each ST used by the focusing mage. The cost to cast this spell is never reduced by high skill.

Prerequisite: Magery and Share ST.

Focus ST (Mental/Very Hard)

Regular

This spell allows the caster to accept energy from mages casting the Channel ST spell and focus it into the powerful Battle Missile spell. This energy can only be used for the Battle Missile spell and the underlying spells. Any remaining energy left after casting the Battle Missile spell is lost. Example: the Focusing mage has 9 mages channeling a total of 45 energy points to him. A Terror Battle Missile with an 8-hex radius is cast costing 42 points (32 + 10 points for Battle Missile). The remaining three points are lost.

Duration: 1 minute. Cannot be maintained.

Cost to cast: 3. The cost to cast this spell is never reduced by high skill.

Prerequisite: Magery 3 and Channel ST.

Battle Missile (Mental/Hard)

Missile

As for Curse Missile, except that this spell may be used in connection with the Focus ST spell to cast any of the following spells at long range: Awaken, Explosive Fireball, Bravery, Darkness, Fear, Fog, Force Dome, Mass Daze, Mass Haste, Mass Hinder, Mass Light, Mass Sleep, Terror, and Utter Dome. When used in this way, many of these spells resist each other: Bravery and Fear, Darkness and Mass Light, Mass Sleep and Awaken, Mass Haste and Mass Hinder, Mass Daze and Awaken,

and Terror and Bravery. Force Dome will block Blast, but not the other spells carried by Battle Missile.

This spell appears as an enormous globe of yellowish light, building in front of the caster. A mage who sees a battle-missile can tell what it will, if he knows the spell within the missile and makes an IQ roll. This spell has SS 13, Acc +3, Max 200.

Cost: 10. If the spell succeeds, the mage pays the cost of the underlying spell (Blast, etc.) as well. If the spell is one that can be maintained, the mage may maintain it normally.

Time to Cast: 1 second, plus 1 second per 5 energy points in underlying spell, plus the time for the underlying spell.

Prerequisite: Focus ST.

Mass Haste, Mass Hinder, Mass Light have not been written, but you get the idea.

Lorimyr Magic

The Guild of the Masters of the Mystical Arts (a.k.a. The Wizard's Guild)

The Wizard's Guild is a organization whose only requirement for membership is Magery 1 (or Alchemy skill at Level 12 or better). In order to use the guild, a mage must spend 5 points for the Patron advantage. Membership is not required, but strongly encouraged. Nonmembers are likely to be looked down upon by the Guild membership, and they will pay more for or could be denied tutoring services. Also, each organization within the Guild issues licenses to use magic. Anyone caught by civil authorities using magic without the proper license will not receive the legal protection of the guild, and depending on the circumstances, could be prosecuted by the guild or civil law. Within the guild itself, there is a standing reward for proof of a mage casting spells that aren't licensed. Upon verifiable proof (magic can be used) of a mage casting a spell that he/she is not licensed for, the mage supplying the proof gets one free year of Wizard's Guild membership. The mage convicted of such has their guild and all organization memberships revoked, and can't renew them for a minimum of 6 months.

The yearly membership fee is used to provide facilities, protection, education, and political power. Since internal politics is rampant, much of the potential power of the Guild is not realized, though the Guild is still very powerful. The Guild has the authority to collect fees, discipline members, pass judgment, issue edicts, and anything else to control magic and magicians.

Specialized organizations corresponding to the various colleges of magic exist within the Guild, such as the Sylphan League for air magic and the Royal Society of Diviners for knowledge magic. The Clan of the Moonless Night for necromancers is a secret society. Some spells in each college may only be taught through the specialized groups, and some advanced spells may only be available to members of those groups. Mages may be a member of as many or few of these organizations as they wish.

In order to learn prerequisites outside a college for spells of that college, a mage will need to join the appropriate organization. The mage can pay dues only for as long as it takes for the spell to be learned, there is no obligation or (for a prerequisite in particular) expectation that a mage would keep paying dues. Do remember though, that licenses for particular spells are only good as long as one's dues are paid.

Fees

Membership fees for the Wizard's Guild are \$240 per year. The dues for the individual colleges are \$40 annually for major colleges and \$20 annually for the minor colleges. Double these figures for the secret society. Dues in the Enchantment society are also doubled. A special relationship exists between the Fire and Air colleges, the Earth and Water colleges. A discount of \$15 per year for those colleges is available to members of one of the pair. The Mind Control college will give a discount of \$20 per year to members of the Communication/Empathy college. Discounts are only available if you pay your dues for an entire year at a time. Dues for the upcoming year are collected on the first of the year, or can be paid monthly at a 20% penalty (\$24 per month for Guild dues, \$4/month for major colleges, \$2/month for minor colleges). At the beginning of the game, a mage must pay for at least two months membership dues in the Guild and colleges he chooses. The colleges will license a mage for as long as dues are paid. If a mage owes back dues when services are needed, the mage will owe at the monthly (not annual) rate. Of course, back dues must be paid before services will be rendered.



Tutoring

The organizations will teach spells up to and including skill level 19. If you need a higher skill level, teachers may be available and hired on an individual contract basis. No improvisational spells are taught by the guild, although again, if a mage can find someone within the guild who knows an improvised spell and has memorized it, it can be taught to the mage on an individual contract basis.

Rune magic is available through all mage organizations. Futhark Rune language is used throughout the Wizard's guild. The appropriate organizations teach the proper Verbs and Nouns. The Wizard's Guild teaches the Futhark Rune language, and the Create, Transform, and Control Verbs. The Metamagian Congress (Meta Spells) teaches the Activate Rune spell. A mage may start with the knowledge of runes, and only use runes, but still must pay the proper guild fees if the mage wants to learn them from the guild and its associated organizations. If a mage only wants to learn Activate Runes spell from the Metamagians, then a flat fee of \$50 is charged, includes a permanent license for that particular spell.

Some spells, although taught by the Wizard's Guild, are illegal in Lorimyr, and, depending on the spell and how it was used, severe penalties can be inflicted on the caster of such by civil authorities. (Refer to GURPS Magic spell descriptions; where the possibility of the spell being illegal is shown, it is illegal in Lorimyr).

New spells cannot be learned by practicing old spells, only by being taught the new spell by someone of higher skill in the spell or by memorizing an improvised spell you improvised yourself. Practice with a spell can improve the skill level in the spell without study, if the spell is used often enough (GM's decision), although skill levels above 19 are difficult to get in this manner.

Guild Ranks

Many ranks and offices exist within the Wizard's Guild. The early ones are proficiency-based, while later ones are politically-based.

Outer Court ranks

Student
Practitioner
Neophyte
Zelator
Practicus
Philosophus

Journeyman ranks

Dominium Liminus
Adeptus Minor of the Outer Circle
Adeptus Minor of the Inner Circle
Adeptus Major

Master ranks

Adeptus Exemptus
Bade of the Abyss
Magister Templi
Magus

Grandmaster rank

Ipsissimus

**Lorimyr Wizard's Guild**

College (Class)	Organization Name	Symbol
Animals (Major)	The Lodge of the Wild Beast	Stallion Rampant
Body Control (Major)	Soma Esoterica	Spread-eagle Man in Circle
Communication/Empathy (Major)	The Mind's Eye	Lidless Eye
Earth (Major)	The Solidarity of the Gnomes	Gray Mountain
Air (Major)	The Sylphan League	Whirlwind
Fire (Major)	The Fount of Flame	Jet of Flame
Water (Major)	Tidalwave	Breakers
Enchantment (Major)	The Enchanter's Guild	Anvil and Hammer
Food (Minor)	Mystical Gourmands	Jeweled Fork
Healing (Major)	The Order of Eledrada	Red Triangle
Illusion/ Creation (Major)	Miragia	Desert Oasis
Knowledge (Major)	The Royal Society of Diviners	Field of Stars
Light/Darkness (Minor)	Hall of Dawn and Dusk	Sun and Crescent Moon
Making/Breaking (Minor)	Coalition of Magical Menders and Renders	Broken Staff
Meta Magic (Major)	Metamagian Congress	Silver Pentacle
Mind Control (Major)	Temple of Hidden Thought	Head Shrouded in Cloud
Movement (Major)	The Wings of the Soul	Winged Foot
Necromancy (Major)	Clan of the Moonless Night (Secret)	White Skull
Protection/Warning (Minor)	Gauntlet and Watchfire	Silver Gauntlet
Sound (Minor)	The Arcane Fellowship of Audionists	Silver Bell