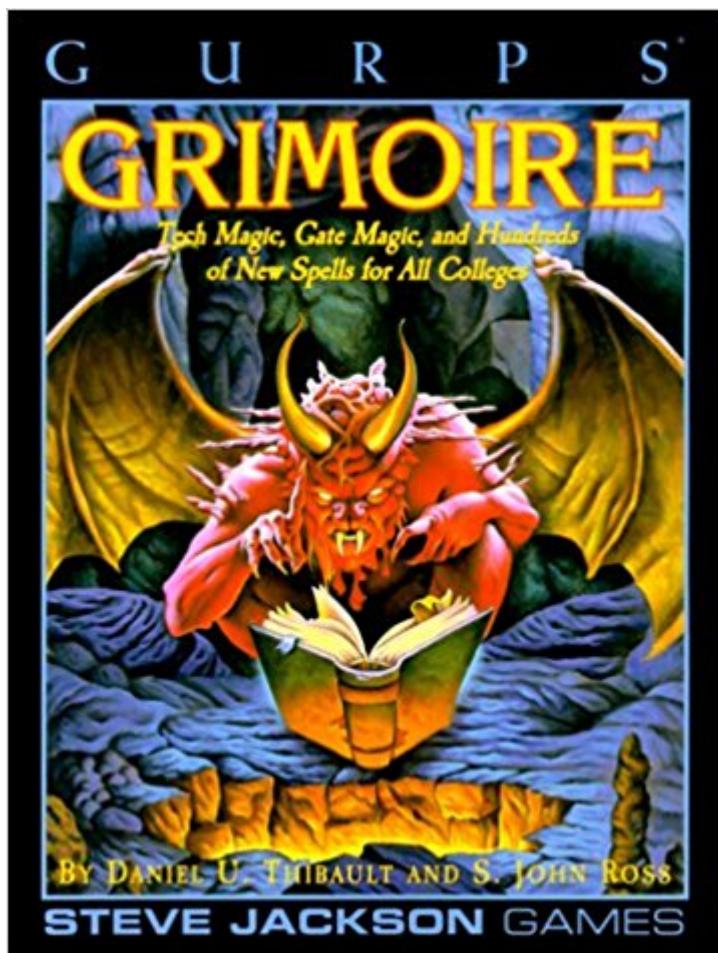


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Gurps Grimoire: Tech Magic, Gate Magic And Hundreds Of Spells For All Colleges



Synopsis

Magic Awaits Mages struggle to probe the mysteries of life, death, time and space. At last, we gather their magical knowledge together - GURPS Grimoire, the ultimate resource for would-be sorcerers and established mages. This indispensable rulebook gives new, powerful spells for all campaigns, from Ice-Age epics to gritty cyberpunk slumcrawls. GURPS Grimoire has over 400 new spells, as well as two new colleges. The adventurous - or the desparate - can now manipulate time and space using Gate Magic. Savvy wizards stay current with Technology Magic, and give "machine power" and "rad" entirely new meaning! Several new sub-colleges also add flexibility in dealing with weather, electricity, ice, and acid. An expanded chart of spell prerequisite, and a handy table for quick reference, are included. And Scott Paul Maykrantz, author of GURPS Creatures of the Night, expands the GURPS Magic tables for generating Demons. This book is completely compatible with the rules in GURPS Magic, Second Edition. Open, then, and learn strange new wonders . . .

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Customer Reviews

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This is basically GURPS Magic, book 2. It provides great additional material in the way of new spells for the current colleges of magic such as the Elementals or Necromancy. In addition, the new schools of magic (Gate and Tech magic) are interesting new additions. This gives your characters the advantage of not only having the right spell for the right occasion, but also having a selection of tricks up their sleeves.

A lot of variety for supernatural and fantasy settings with magic for anything your wee hearts desire

This book is an excellent companion to GURPS Magic, including a vast assortment of technological spells. A must-have for GMs.

Let me make one thing perfectly clear: This book is a companion volume to GURPS Magic. In order to fully appreciate (and make the best use of) this book, you need GURPS Magic as well. Now that that is out of the way, on to the praises. This is where you will find the odder and more esoteric spells (as well as some of the more powerful ones) that Magic just didn't have room for, or that hadn't been thought of yet. Some of these spells are exceptionally powerful, others are just plain sneaky, but all are useful. As I said before, the odder corners and more advanced levels of magic are more fully represented in this book, along with optional rules. Here you will find things like techno-magic, radiation spells, acid spells, spells to literally rain fire down upon your foes, a spells to create an imprisoning circle around your foes, spells to fascinate and control your enemy, shapeshifting spells, elaborate illusions, divination spells, and even a spell to plunge a target into a morass of incapacitating pleasure. That little list only scratches the surface, my friends. A few new schools of magic are added, and almost every one of the schools of magic presented in GURPS Magic has additions in this book, and all of them are worth looking at. If you want to be the best magic-user that you can be, this book will help you on your way.

Used with GURPS Magic and the GURPS Basic Set it provides a complete, varied and well

integrated set of spells for roleplaying. Without being tied to specific genres it still manages to offer a wide range of dramatic possibilities from which many a plot could be spawned.

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