



Ritual Path Magic
Spells XIX



Boil and Bubble

Ravens 'N Pennies

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INTRODUCTION

About the Series

This series is all about magic: alchemy, magical system tweaks, entirely new systems, and so on. Though this doesn't cover magical items or the like—that's covered by the *Hurt Locker*.

About the Author

Christopher R. Rice has run numerous games in *GURPS*. He's also authored, co-authored, or contributed to ten *GURPS* supplements (and counting!) on a range of subjects and many articles from old Pyramid and new. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" (www.ravensnpennies.com), for more *GURPS* goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also wishes to thank his gaming group – the Headhunters – for alpha testing these rules, his family (especially his mother), and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.

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RPM SPELLS XIX

A handful of miscellaneous new spells for *GURPS*
Thaumatology: Ritual Path Magic.

NEW SPELLS

Flush Poison

Spell Effects: Lesser Restore Body.

Inherent Modifiers: None.

Greater Effects Multiplier: 0 (¥1).

This spell instantly stops the effects of a poison and any of its remaining cycles, but not cure the damage already dealt to it. Additionally, make a HT-based Path roll at a penalty to the original poison. On a critical failure or failure by 5 or more the caster is now affected by the poison's remaining cycles. This spell cast by another will affect it normally, but the caster cannot himself end it.

Typical Casting: Lesser Restore (4) + Subject Weight, 300 lbs. (5). *Notes:* Has the modifier "Nuisance Effect, Empathic Transfer (-20%)." 8 energy (9¥1).

Lesser Elemental Manipulation

Spell Effects: Lesser Control Matter.

Inherent Modifiers: None.

Greater Effects Multiplier: 0 (¥1).

This spell allows the caster to manipulate up to 100 lbs. of an element for liquids or solids (this spell must be specialized for that element, e.g., earth or fire) or everything within 5 yards for gases. This manipulation can be anything that could normally be done as a task by a human being. For example, Elemental Manipulation (Earth) could let you dig a ditch rapidly, or harden clay by separating the moisture from it, or creating a knife from a piece of flint. This spell gives a +6 to all rolls to craft a specific shape or design.

Some elements might require different Path skills. For example, use Path of Energy for Air or Fire or Path of Body for living wood.

Typical Casting: Lesser Control Matter (5) + Bestows a Bonus, +6 to rolls to use this spell (20) + Duration, 1 hour (3) + Speed, 20 yards (6) + Range, 20 yards (6) + Subject Weight, 100 lbs. (3). 43 energy (43¥1).

Liminal Closure

Spell Effects: Greater Control Crossroads.

Inherent Modifiers: Bestows a Bonus, Rolls for this spell..

Greater Effects Multiplier: 1 (¥3).

This spell causes any liminal space such as a doorway, window, or even a mystical portal to close. To do so the caster must make a Will-based skill roll at +5 vs. the ST of the portal. Success means the liminal space



closes slowly - on a success by five or more the space closes instantly! For physical objects use their HP to determine its ST if none is listed. For gates, portals, etc. use the original opener's skill level, otherwise, the GM can assign it a ST equal to its size. For most man-sized portals this will be a "ST" of 15.

Typical Casting: Greater Control Crossroads (5) + Bestows a Bonus, +5 rolls for this spell (16) + Subject Weight, 5 tons (10). 93 energy (31¥3).

