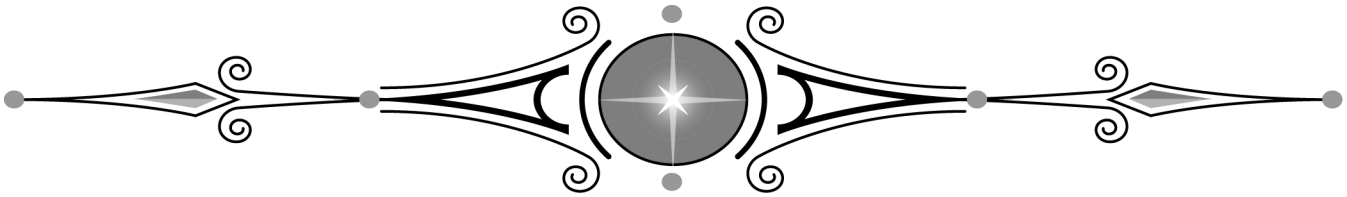
GURPS® Fourth Edition

MAGICAL STYLES™

DUNGEON MAGIC™



Written by SEAN PUNCH

Illustrated by ABRAR AJMAL, JEAN ELIZABETH MARTIN, PAT MORRISSEY, DOUGLAS SHULER, BOB STEVLIC, and MICHAEL S. WILSON

GURPS System Design ▮ STEVE JACKSON
GURPS Line Editor ▮ SEAN PUNCH
Managing Editor ▮ PHILIP REED
Assistant ***GURPS*** Line Editor ▮ JASON "PK" LEVINE
Production Artist & Indexer ▮ NIKOLA VRTIS
Art Direction ▮ MONICA STEPHENS and NIKKI VRTIS

e23 Manager ▮ STEVEN MARSH
Marketing Director ▮ LEONARD BALSERA
Director of Sales ▮ ROSS JEPSON
Prepress Checker ▮ NIKKI VRTIS
Page Design ▮ PHIL REED and JUSTIN DE WITT
GURPS FAQ Maintainer ▮ VICKY "MOLOKH" KOLENKO

Reviewers: Jason "PK" Levine and Steven Marsh

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, ***Magical Styles, Dungeon Magic,*** e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. ***GURPS Magical Styles: Dungeon Magic*** is copyright © 2014 by Steve Jackson Games Incorporated. Some art © 2014 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-1655

Version 1.0 – March 2014

Contents

Introduction. 3
Publication History 3
About the Author 3

1. Seven Sorcerous Societies 4
Style Guide 5
The Fluidists 6
Fluidism 6
Design Notes: Fluidism 9
The Guild of Iron Mages 10
Iron Magic 10
Design Notes: Iron Magic 12
The Old School 13
Underworld Lore 13
Design Notes: Underworld Lore 16
The Order of the Sun 17
Thaumaturgetics 17
Design Notes: Thaumaturgetics 20
The Sisters and Brothers of Echoes 20
Way of Echoes 21
Design Notes: The Way of Echoes 23
The Tower of Pentacles 24
Pentaclism 25
Design Notes: Pentaclism 28
The Wizards of the Mirrored Gaze 29
The Mirrored Gaze 29
Design Notes: The Mirrored Gaze 32

2. Character Templates 33
Fluidist (Blue-Robe) 33
Fatigue Points and Energy Reserve 33

There were really only four types of people in the world: men and women and wizards and witches.

– Terry Pratchett, ***I Shall Wear Midnight***

Iron Mage (Red-Robe) 34
Underworld Mage (Black-Robe) 36
Arcane Arts 37
Thaumaturgeticist (Yellow-Robe) 37
Echoist (Green-Robe) 38
Pentaclist (Orange-Robe) 40
Mirror-Mage (White-Robe) 41
Power-Ups 42

Index 43

About *GURPS*

Steve Jackson Games is committed to full support of ***GURPS*** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: **info@sjgames.com**. Resources include:

New supplements and adventures. ***GURPS*** continues to grow – see what's new at **gurps.sjgames.com**.

Warehouse 23. Our online store offers ***GURPS*** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on Warehouse 23! Just head over to **warehouse23.com**.

Pyramid (**pyramid.sjgames.com**). Our monthly PDF magazine includes new rules and articles for ***GURPS***, systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. Visit us on the World Wide Web at **sjgames.com** for errata, updates, Q&A, and much more. To discuss ***GURPS*** with our staff and your fellow gamers, visit our forums at **forums.sjgames.com**. The web page for ***GURPS Magical Styles: Dungeon Magic*** can be found at **gurps.sjgames.com/dungeonmagic.**

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all ***GURPS*** releases, including this book, are available on our website – see above.

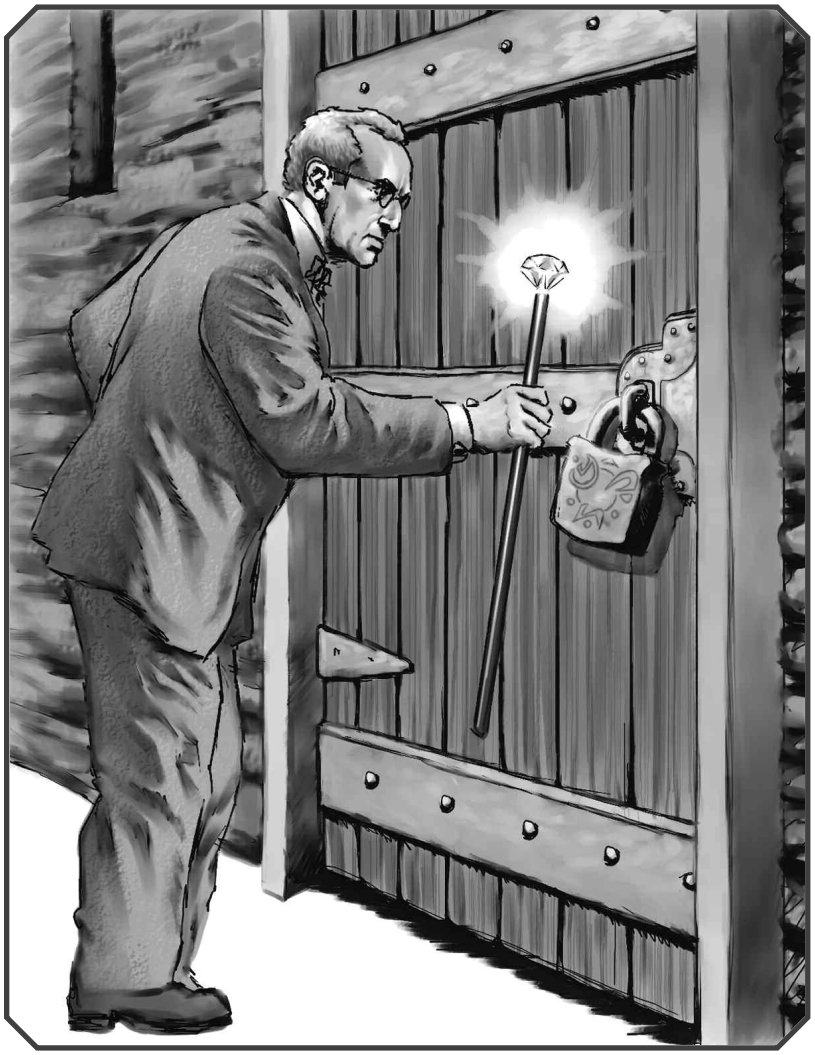
Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** *Fourth Edition.* Page references that begin with B refer to that book, not this one.

Introduction

GURPS Thaumatology: Magical Styles provides the tools to give different wizardly orders (academies, fraternities, guilds, etc.) distinctive magical arts without more than slightly bending the standard magic rules on pp. B234-253. Wizards who satisfy their school's mundane skill requirements and select spells from its shorter, more focused list are rewarded with access to perks that change how magic works, new spells available only to insiders, and alternative prerequisite chains that avoid irrelevant or dissonant choices (such as Fire spells for ice specialists!). This allows the campaign to feature a greater diversity of magic-users – each group enjoying its own culture and methods – without sacrificing the comfortable Magery-and-spells framework for unfamiliar and potentially unbalanced alternatives.

The catch is that ***Thaumatology: Magical Styles*** offers only one worked example of such a tradition, the Onyx Path, which is for sedentary black magicians who hope to become undead. In campaigns where PCs are adventurous heroes and liches are Bad Guys, it's of limited value. That's typical of ***GURPS Dungeon Fantasy,*** which tends to be about monster-slaying treasure-seekers who are the Good Guys (if only nominally). And while ***Dungeon Fantasy*** has several varieties of spellcasters, non-wizards rely on advantages besides Magery and wield ***GURPS Powers-***style abilities as often as spells. They're more users of alternative magic systems than graduates of different schools of wizardry.

What ***GURPS Magical Styles: Dungeon Magic*** aims to do is provide further worked examples for ***Thaumatology: Magical Styles*** in the form of schools of wizardly magic – as opposed to shamanism, theurgy, or whatever – for ***Dungeon Fantasy.*** While it sticks to the conventions of ***Dungeon Fantasy,*** it doesn't *require* that series. With only minor adaptation (reading "power items" as "Powerstones," mainly), everything should work in any fantasy campaign that features Magery-based wizards. There's simply a bias away from slow, costly magic – for instance, the Enchantment college and the Resurrection spell – and toward the sort that's handy for adventuring activities such as clue-finding, travel, survival, combat, and looting. (If your adventures occasionally feature grander goals, mix in some styles from *Pyramid,* like those in issues *#3/4, #3/28, #3/43,* and *#3/48.*)



Publication History

This is the first edition of ***GURPS Magical Styles: Dungeon Magic.*** It invokes many concepts and perks from ***GURPS Thaumatology: Magical Styles,*** and draws on ***GURPS Magic*** (not just the ***GURPS Basic Set***) for spell lists; both supplements are necessary to use this one. The ***GURPS Dungeon Fantasy*** series is *not* required outside of a ***Dungeon Fantasy*** campaign.

About the Author

Sean "Dr. Kromm" Punch set out to become a particle physicist in 1985, ended up the ***GURPS*** Line Editor in 1995, and has engineered rules for almost every ***GURPS*** product since. He developed, edited, or wrote dozens of ***GURPS*** *Third Edition* projects between 1995 and 2002. In 2004, he produced the ***GURPS Basic Set,*** *Fourth Edition* with David Pulver. Since then, he has created ***GURPS Powers*** (with Phil Masters), ***GURPS Martial Arts*** (with Peter Dell'Orto), ***GURPS Zombies,*** and the ***GURPS Action, GURPS Dungeon Fantasy,*** and ***GURPS Power-Ups*** series . . . among other things. Sean has been a gamer since 1979. His non-gaming interests include cinema, mixology, and Argentine tango. He lives in Montréal, Québec with his wife, Bonnie.

Chapter One
Seven Sorcerous Societies

GURPS Magical Styles: Dungeon Magic describes seven wizardly orders that pursue distinctive styles of magic. Each group has a different outlook; each style, tasks at which it excels. The GM needn't use anything but the styles – but it's more *fun* to give schools of magic a presence in the game world as well as on character sheets! To facilitate this, these societies come with few background assumptions, yet allow for the possibility that they coexist and interact. They're designed for easy adaptation to practically any TL2-4 fantasy setting.

Who Are These Guys?

A quick overview to help players match philosophies and capabilities to PCs:

The Fluidists (pp. 6-9) teach magic on a mentor-to-disciple basis. This makes the order ideal for gamers who want to role-play a wizard as a mystical enlightenment-seeker (perhaps guided by a venerable master) or as a philosopher tutored in the Classical mode (Socrates, Plato, or Aristotle as a magician). The associated *Fluidism* style has much to offer roguish burglars, is valuable for travel and survival (especially for avoiding thirst and disagreeable weather), and has modest-but-respectable offensive applications.

The Guild of Iron Mages (pp. 10-13) comes closest to the traditional "wizards' guild," with apprentices studying for years to become journeymen and finally masters. Its *Iron Magic* style excels at defensive and "buffing" spells for individuals and groups alike (it rivals even the clerical magic of ***GURPS Dungeon Fantasy*** here), but offers little direct magical offense. There are also many spells for repairing gear, making this order a great choice for the stereotypical dwarven craftsman-wizard.

The Old School (pp. 13-17) is another fairly traditional guild, but with a large dash of secret society. The secrecy is because its *Underworld Lore* style is clear-cut black magic, strong at "curses" (Resisted offensive spells) and at coping with demons and undead. It's weak in combat against anything *but* living beings or spirits, as nearly all of its offensive magic either blights the body or repels the supernatural; it teaches neither direct-damage spells for blasting inanimate objects nor generalized defensive magic.

The Order of the Sun (pp. 17-20) is modeled on a modern-day self-help movement or lifestyle cult, complete with aggressive recruiting, tracts, and retreats. However, users of its *Thaumaturgetics* style aren't chanting followers but trigger-happy wielders of direct-damage magic. Perhaps they're more like those survivalists who hole up in compounds with lots of guns. Their quick-and-dirty magic dominates at pure offense against nearly all kinds of targets, but at the cost of defense and broader utility.

The Sisters and Brothers of Echoes (pp. 20-24) are another cultish group, but one that leans toward peace, love, unity, and respect; their "conservatories" resemble communes or art collectives more than anything. Their *Way of Echoes* style is gold for negotiating deals, working around language barriers, and managing the PCs' communications, and decent at defending against evil influences on the mind. Combat applications are limited though not absent, but *don't* include mind control.

The Tower of Pentacles (pp. 24-28) is an academic group that can't decide whether it prefers traditional apprenticeship or the university system. Members tend to be old-timey bearded wizards with magic staffs – but some of them venture into the world to deal with magical dangers and punish wizardly criminals. Their *Pentaclism* style is exceptional at detecting, resisting, and negating magic, and at all varieties of information-gathering, but weak at physical matters, in or out of combat.

The Wizards of the Mirrored Gaze (pp. 29-32) is a secret society that hides behind the trappings of an "innocent" old religion. The majority of members are charming, wealthy, and female. Their *Mirrored Gaze* style is unparalleled in the realm of visual and mental deceptions, and includes a lot of potent mind control that's valuable in a fight. However, it's far better at offense than defense, and worthless against targets without minds, such as inanimate objects. It's tailor-made for the classic fantasy RPG illusionist.

Using Dungeon Magic in GURPS Dungeon Fantasy

Although the ***Dungeon Fantasy*** series is largely self-contained, using the styles in ***Dungeon Magic*** means importing rules from ***GURPS Thaumatology: Magical Styles*** – concepts like Magical School Familiarity and Magic Perks.

The Guild of Iron Mages

Nicknames: Red-robes; war-wizards.
Allies: Order of the Sun (pp. 17-20).
Rivals: Sisters and Brothers of Echoes (pp. 20-24).

The name of this league of wizards is revealing: they teach magic to strengthen body, mind, and equipment for the inevitability of combat, using the peace between clashes to work rituals that hone blades, hammer out dents, and forge new gear. Unlike the Order of the Sun (pp. 17-20), Iron Mages prefer steel to spells for offense, saving their arcane energies for combat preparations, whether that means weeks of smithing or a few seconds of hasty casting immediately before battle. This conservatism tends to discourage megalomaniacs from joining the guild, but red-robes often end up serving such individuals, particularly warlords – a situation the order tacitly tolerates for economic reasons.

Despite some differences in opinion on how to use spells in combat, the Iron Mages are on good terms with the Order of the Sun – both value battle magic, and the yellow-robes' mastery of fire comes in handy around the forge. As for rivalries, the red-robes are somewhat at odds with the Sisters and Brothers of Echoes (pp. 20-24). They find the green-robes' tendency to privilege the ephemeral above the practical exasperating, and dislike it intensely when their rivals' gift for communication averts a conflict that would have provided war-wizards with steady work. This manifests as social distance and coolness rather than quarrels, however, and many a canny warlord has Iron Mages *and* Echoists on retainer.

Formally, Iron Mages wear red robes. Hearsay about this symbolism abounds; it may signify the bloody battlefield or the ruddy glow of hot iron, and it's the sacred hue of war gods.



In action, Iron Mages sport their colors on practical tabards or surcoats. They favor ornate weapons – especially swords – as power items, studding them with rubies (which are Powerstones, if not using ***GURPS Dungeon Fantasy***).

Iron Magic

13 points

Style Prerequisite: Magery 2 (*not* One College Only).

The Iron Mages' style is rooted in the guild's desire to earn money as both craftsmen and mercenaries. Would-be apprentices must show that they're gifted enough to cast the Shield spell, which underlies the red-robes' best defensive magic. Thus, while the order rarely *teaches* Shield, except to aspirants who've proved their magical aptitude in some other way, it's *known* to all members – at least in theory.

After demonstrating their talent, apprentices are immersed in a syllabus known as the "three Ms": Metalwork, Magic, and Martial Arts. On every day of the week but one, they spend mornings and afternoons learning smithwork, half of the students specializing in forging armor and half in crafting weapons. The exceptional day – "Marday" – is set aside for training in how to *fight,* with each wizard studying the sword best suited to his physical gifts and being drilled in tactics, theoretical and practical. The credo in both the workshop and the gym is *mereri in absentia mana* ("merit in the absence of mana"), as forging and wielding weapons often leads red-robes to nonmagical lands. Nevertheless, nights are spent studying basic spells: Inspired Creation and metal magic.

Apprenticeship, which often lasts as long as seven years, is grueling. The apprentice is learning *three* trades – and of course the Inspired Creation spell is particularly taxing to cast. Consequently, guild training incorporates methods for sustaining mind and body. Some of these tricks are spells (notably Recover Energy). Others are breathing and mind-calming exercises similar to those practiced by non-wizardly martial artists, empowered by the student's magical spark rather than by mystical energy ("chi").

This period ends when the apprentice is declared a journeyman and granted access to the brotherhood's full magical wisdom – a transition known as "earning the red robe" (or "The Rust and the Blood"). Some red-robes live out their careers in the forges, perfecting ever-more-potent crafting magic to support their war-fighting brethren. Others focus on battle wizardry, starting with spells for individual combat and working up to the guild's jealously guarded grand-scale castings for defending whole companies of troops. Unlike archetypal wizards, such Iron Mages are often strong, fit fighters, inured to fear and pain, capable of marching for days and leading troops in battle.

Holding the order together demands balancing the interests of Metalwork with those of Martial Arts, however. Thus, red-robes are encouraged to take a middle path. The best of them are adept in *both* fields. These generalists are especially well-represented among the guild's masters.

Green-robes don't need high Magery, so 10 points have been moved from there to general advantage options. As Echoists walk a fine line between being underpowered for violent adventures and overpowered for social ones, players might want to use the extra flexibility this affords to achieve better balance; e.g., giving a peacenik Energy Reserve will let him cast his few combat-effective spells more often.

Echoists don't need tons of specialized gear, either – just a green robe, a copper vessel, and possibly an emerald power item (Powerstone).



Pentaclist (Orange-Robe)

250 points

"Evenness in all things is a prerequisite for wisdom. Wisdom is the wizard's highest virtue." This ancient credo motivated you to leave the Tower to monitor the outside world's magical pulse and right supernatural wrongs. You aren't unduly bothered when people dismiss you as self-righteous, absent-minded, or inaccessible. Either they lack the benefit of your insight or they're *right* – and if they're right, then prudence dictates that you analyze and learn from the criticism, not fireball or zombify the critic.

Attributes: ST 10 [0]; DX 11 [20]; IQ 16 [120]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [0]; Per 16 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Pentaclism) [1]; *and* four Magic Perks from the Pentaclism list (p. 25) [4]. ● 30 points chosen from among DX *or* IQ +1 [20], HT +1 to +3 [10/level], Per +1 to +4 [5/level], FP +1 to +3 [3/level], Danger Sense [15], Eidetic Memory [5] *or* Photographic Memory [10], Energy Reserve 1-10 (Magical) [3/level], Enhanced Parry 1 (Staff) [5], Gizmos 1-3 [5/level], Higher Purpose (Magical balance)† [5], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Magic Resistance 1-6 (Improved, +150%) [5/level], Mind Shield [4/level], Signature Gear [Varies], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Honesty [-10*], Obsession (Take down a specific troublesome wizard, unearth a particular bit of "lost" information, etc.) [-5*], Selfless [-5*], Sense of Duty (Adventuring companions) [-5], Truthfulness [-5*], or Weirdness Magnet [-15]. ● Another -35 points chosen from among the previous traits or ST -1 [-10], DX -1 [-20], Basic Move -1 [-5], Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Clueless [-10], Combat Paralysis [-15], Frightens Animals [-10], Hard of Hearing [-10], Klutz [-5] *or* Total Klutz [-15], Low Pain Threshold [-10], Nervous Stomach [-1], No Sense of Humor [-10], Overconfidence [-5*], Post-Combat Shakes [-5*], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or *one* of Overweight [-1], Fat [-3], or Skinny [-5].

Primary Skills: Hidden Lore (Magical Items, Magical Writings, *or* Spirits) and Research, both (A) IQ-1 [1]-15; Diplomacy (H) IQ-2 [1]-14; Thaumatology (VH) IQ [1]-16‡; *and* Meditation (H) Will-2 [1]-14.

Secondary Skills: *Seven* of Cartography, Hazardous Materials (Magical), Hidden Lore (any other), Occultism, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-15; Astronomy, Literature, Naturalist, or Symbol Drawing (any), all (H) IQ-2 [1]-14; or Alchemy (VH) IQ-3 [1]-13; or 1 point to raise one of those skills or a primary skill by a level. ● Staff (A) DX+3 [12]-14. ● *One* of Thrown Weapon (Dart) (E) DX+2 [4]-13; Throwing (A) DX+1 [4]-12; Sling (H) DX [4]-11; or 4 points to raise Staff by a level.

Background Skills: *Seven* of Fast-Draw (Potion) (E) DX [1]-11; Climbing or Stealth, both (A) DX-1 [1]-10; Body Sense (H) DX-2 [1]-9; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-16; Physiology (any) or Psychology (any), both (H) IQ-2 [1]-14; Hiking (A) HT-1 [1]-11; Scrounging (E) Per [1]-16; Observation or Search, both (A) Per-1 [1]-15; another 1-point secondary skill; or 1 point to raise any 1-point primary, secondary, or background skill by a level.

Spells: Detect Magic, History, Mage Sight, Seeker, Trace, and *two* Seek spells, all (H) IQ+1 [1]-17‡; and 23 points in additional Pentaclism spells (pp. 26-27).

* Multiplied for self-control number; see p. B120.

† Gives +1 to *any* roll made to protect the kingdom, world, plane of existence, or wizardly profession – never just "me," "my pals," or "this one village" – from out-of-control magic or magic-users.

‡ Includes +3 for Magery.

Customization Notes

The Pentaclists have a split personality: Like traditional masters of the arcane, they study their art at the cost of growing slower, skinnier (or fatter), and more nearsighted. Yet they also endeavor to judge and punish magical troublemakers – they're the Shaolin monks of magic, traipsing about in saffron, fighting with staffs. This template takes the middle ground, raising IQ and lowering DX relative to "generic" wizards, improving HT as befits wizened-yet-tough adventurers, and offering combative options for those who prefer mage-fu alongside physical disadvantages for those who don't.

INDEX

Aerobatics skill, 37.
Aquabatics skill, 37.
Archaeology skill, 37.
Artist skill, 37.
Astronomy skill, 37.
Black-robes, *see Old School*.
Blast Ball spell, 19.
Blue-robes, *see Fluidists*.
Bones (material), 15.
Characters, *power-ups,* 33, 42; *starting Energy Reserve,* 33; *starting Fatigue Points,* 33; *see also Skills, Templates*.
Death spell, 15.
Design notes, *Fluidism,* 9; *Iron Magic,* 12; *Mirrored Gaze,* 32; *Pentaclism,* 28; *Thaumaturgetics,* 20; *Way of Echoes,* 23; *Underworld Lore,* 16.
Discord spell, 31.
Disrupt spell, 23-24.
Dissipate spell, 8.
Dreaming skill, 37.
Echoist template, 38-40.
Enchantment spells, 5.
Energy Orbs (material), 19.
Energy Reserve, 33, 42.
Essential Fluid (material), 8.
Expert Skill (Thanatology), 37.
Fatigue Points, 33.
Flight skill, 37.
Flow spell, 9.
Fluidism style, 4, 6-9; *design notes,* 9; *secret spells,* 8-9; *spell list,* 7-8; *see also Fluidists*.
Fluidists, 4, 6-9; *power-ups,* 42; *template,* 33-34; *see also Fluidism Style*.
Fortune-Telling (Dream Interpretation) skill, 37.
Grasping Doom spell, 15-16.
Great Deflect Missile spell, 13.
Guild of Iron Mages, 4, 10-13; *power-ups,* 42; *template,* 34-36; *see also Iron Magic Style.*
GURPS Basic Set, 3; ***Dungeon Fantasy,*** 3, 4, 5, 6, 10, 11, 13, 17, 21, 23, 25, 29, 30, 33; ***Dungeon Fantasy 1: Adventurers,*** 5, 37; ***Dungeon Fantasy 2: Dungeons,*** 37; ***Dungeon Fantasy 3: The Next Level,*** 33; ***Dungeon Fantasy 7: Clerics,*** 5; ***Dungeon Fantasy 9: Summoners,*** 37; ***Dungeon Fantasy 11: Power-Ups,*** 5, 42; ***Low-Tech,*** 37; ***Magic,*** 3, 6, 11, 13, 19, 21, 23, 27, 28, 30, 31, 32, 37; ***Powers,*** 33; ***Thaumatology: Magical Styles,*** 3, 4; *see also* ***Pyramid*** *Magazine*.
History skill, 37.
Infiltrate spell, 9.
Iron Mages, *see Guild of Iron Mages*.
Iron Magic style, 4, 10-13; *design notes,* 12; *secret spells,* 13; *spell list,* 11-12; *see also Guild of Iron Mages*.
Literature skill, 37.
Mana Vortex spell, 27.
Mass Charm spell, 31.
Mass Hallucination spell, 32.
Mass Invisibility spell, 32.
Mass Resist (Effect) spells, 13.
Materials, secret, 8, 15, 19, 23.
Mind over Matter spell, 27.
Mind-Whip spell, 24.
Mirror-mages, *see Wizards of the Mirrored Gaze*.
Mirrored Gaze style, 4, 29-32; *design notes,* 32; *secret spells,* 31-32; *spell list,* 30-31; *see also Wizards of the Mirrored Gaze*.
Old School, 4, 13-17; *power-ups,* 42; *template,* 36-37; *see also Underworld Lore Style*.
Orange-robes, *see Tower of Pentacles*.
Order of Sun, 4, 17-20; *power-ups,* 42; *template,* 37-38; *see also Thaumaturgetics Style*.
Pacify spell, 24.
Pentaclism style, 4, 25-28; *design notes,* 28; *secret spells,* 27-28; *spell list,* 26-27; *see also Tower of Pentacles*.
Pentaclists, *see Tower of Pentacles*.
Philosophy skill, 37.
Power-ups, 33, 42.
Professional Skill (Mortician), 37.
Psychic Patina (material), 23.
Pyramid magazine, 3, 5; *see also* ***GURPS***.
Red-robes, *see Guild of Iron Mages*.
Secret materials, 8, 15, 19, 23.
Secret spells, *Fluidism,* 8-9; *Iron Magic,* 13; *Mirrored Gaze,* 31-32; *Thaumaturgetics,* 19-20; *Underworld Lore,* 15-17; *Way of Echoes,* 23-24.
Sisters and Brothers of Echoes, 4, 20-24; *power-ups,* 42; *template,* 38-40; *see also Way of Echoes Style*.
Skills, *enlightenment,* 37; *new for* ***Dungeon Fantasy,*** 37.
Soul Prison spell, 16-17.
Sovereign Countermagic spell, 28.
Sovereign Ward spell, 28.
Spells, *Enchantment,* 5; *omitted in styles,* 5-6; *secret materials,* 8, 15, 19, 23; *see also Secret Spells, specific styles*.
Stroke of Lightning spell, 19.
Styles, *overview,* 4; *reading stats,* 5; *spells omitted in,* 5-6; *using in* ***Dungeon Fantasy,*** 4-5; *using in other campaigns,* 5-6; *see also specific styles*.
Symbol Drawing skill, 37.
Templates, 33-42; *power-ups,* 33, 42; *skills not in* ***Dungeon Fantasy,*** 37; *using in* ***Dungeon Fantasy,*** 33; *using in other campaigns,* 33.
Thaumaturgeticists, *see Order of the Sun*.
Thaumaturgetics style, 4, 17-20; *design notes,* 20; *secret spells,* 19-20; *spell lists,* 18; *see also Order of the Sun*.
Tower of Pentacles, 4, 24-28; *power-ups,* 42; *template,* 40-41; *see also Pentaclism Style*.
Tower-mages, *see Tower of Pentacles*.
Transference Bolt spell, 19-20.
Underworld Lore style, 4, 13-17; *design notes,* 16; *secret spells,* 15-17; *spell lists,* 14-15; *see also Old School*.
Underworld mages, *see Old School.*
War-wizards, *see Guild of Iron Mages*.
Way of Echoes style, 4, 21-24; *design notes,* 23; *secret spells,* 23-24; *spell list,* 22; *see also Sisters and Brothers of Echoes*.
White-robes, *see Wizards of the Mirrored Gaze.*
Wizards of the Mirrored Gaze, 4, 29-32; *power-ups,* 42; *template,* 41-42; see also Mirrored Gaze Style.
Yellow-robes, *see Order of the Sun.*

No matter how subtle the wizard, a knife between the shoulder blades will seriously cramp his style.

– Steven Brust

STUCK FOR AN ADVENTURE?
NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for ***GURPS*** and ***In Nomine***!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for ***Transhuman Space*** and new ***GURPS*** supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of ***GURPS*** *Fourth Edition* supplements.
- Digital editions of out-of-print classics, from ***Orcslayer*** and the complete run of *ADQ* to ***GURPS China*** and ***GURPS Ice Age***.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com