



Tellurgy Spells



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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TELLURGY SPELLS

A handful of new spells for *GURPS Thaumatology*:
Ritual Path Magic for dealing with ley lines and places of power.

Bolster Ley Line

Spell Effects: Greater Strengthen Magic.

Inherent Modifiers: Bestows a Bonus, Place of Power Rating.

Greater Effects: 1 (x3).

This spell temporarily boosts a Place of Power's bonus by three for the next day. This is not resisted by the place unlike other similar telluric spells! A place of power always accepts more energy. This costs the caster 10 FP or 3 Energy Reserve (Magic), regardless if this spell succeeds or not.

Typical Casting: Greater Strengthen Magic (3) + Bestows a Bonus, Place of Power Rating (90) + Duration, 1 day (7). Notes: This spell requires the caster to expend 10 FP or 3 Energy Reserve (Magic) giving an energy reduction of -12%. 264 energy (88x3).

Create Place of Power

Spell Effects: Greater Control Magic + Greater Create Magic + Greater Transform Magic.

Inherent Modifiers: None.

Greater Effects: 3 (x7).

This spell *creates* a place of power. This requires the sacrifice of FP equal to 10 x Bonus. If this is not

done, the caster must make a roll against the lower of HT or Will or permanently lose a point of HT or two points of Will. The spell "resists" itself requiring the caster to succeed on a Quick Contest of effective skill vs. 16 + Bonus. Success means the place is affixed as the caster desires and takes (20 - Margin of Success) days to begin functioning as a normal place of power. Every interval it gets a +1 to the total bonus it adds to spells until it reaches the max bonus it was created at.

Typical Casting: Greater Control Magic (5) + Greater Create Magic (6) + Greater Transform Magic (8) + Duration, Permeant* (60). Notes: This spell requires the caster to expend 10 FP per +1 bonus of the place of power, this assumes an average value of 30 FP. Loss or HT or Will is "Backlash, -1 HT or -2 Will, Permanent†, Resistible" (-. giving an energy reduction of -13%. 482 energy (79x7).

* Assume that a permanent duration is worth at least as much as the enhancement for Extended Duration, Permeant, which costs +300%.

† permanent Backlashes are worth three times as much as a normal Backlash (or 1.5 times as much for resistible ones).



Detect Ley Line

Spell Effects: Lesser Sense Magic.

Inherent Modifiers: None.

Skill Penalty: Path of Magic-1.

Casting Time: 5 minutes.

Detects the location of all ley lines, nexuses, and dragon wells within 10 miles, where they connect to (if relevant), and their Magnitude Rating. The caster can exclude any source he's already aware of. Those with Ley Sight can "surf" the line using this spell allowing them to follow a lines terminus.

Typical Casting: Lesser Sense Magic (5) + Range, 10 miles (4). 9 SP and 0 LFP.

Greater Reposition Place of Power

Spell Effects: Greater Control Magic + Greater Strengthen Magic + Greater Transform Magic.

Inherent Modifiers: None.

Greater Effects: 3 (x7).

As per Redirect Place of Power (p. 2), but the move is *permanent* and the place's roll to resist this effect gains a bonus equal to *triple* its rating.

Typical Casting: Greater Control Magic (5) + Greater Strengthen Magic (3) + Greater Transform Magic (8) + Duration, Permeant (100) + Range, 1 mile (18) + Speed, 200 yards/second (12). 1,022 energy (146x3).

Lesser Reposition Place of Power

Spell Effects: Greater Control Magic.

Inherent Modifiers: None.

Greater Effects: 1 (x3).

You can redirect the flow of a power to another area

within 1 mile. This requires that you succeed on a Quick Contest of your effective skill vs. 14 + Power Rating. Success means that the place of power establishes itself at the new location in 3d seconds and once established lasts for the next 24 hours. This *does* degrade the Power Rating by one at the new location.

Typical Casting: Greater Control Magic (5) + Duration, 1 day (7) + Range, 1 mile (18) + Speed, 200 yards/second (12). 126 energy (46x3).

Ley Lines

Ley lines are rivers of supernatural energy that criss-cross the Earth. These are naturally occurring currents are indicators of paranormal activity in a given place, but also can be tapped for energy by those who know how. This can significantly magnify a given being's capabilities if done properly . . . or fry them to a crisp. Ley line energy is sometimes called "quintessence" or "ruah" (see p. 00).

Ley lines have a Magnitude Ratings, which determines how powerful they are and the bonus they grant to use supernatural abilities. Additionally, there may be twisted ley lines. These still harness ley line energy, but perverts the proper flow of energy. Such ley lines give a *penalty* instead. Ley lines of a Magnitude Rating of 0 either reduce the penalty for casting failure (-1 per two casting or -2 per casting).

This in turn determines what sort of effects they have on the local environment, what bonuses they give when tapped by others (p. 00), and how it affects the local Veil (p. 00).

Roll 1d: on a 1-2 the ley line is snarled and gives a penalty; on a 3-6 the ley line is normal and gives a bonus. Roll 2d to determine the rating.



| Roll | Magnitude Rating | Bonus | Descriptor |
|-------|------------------|-------|---------------|
| 2 | 1 | ±0 | Very Weak |
| 3-4 | 2 | ±1 | Weak |
| 5-7 | 3 | ±1 | Typical |
| 8-9 | 4 | ±2 | Potent |
| 10-11 | 5 | ±2 | Powerful |
| 12+ | 6 | ±3 | Very Powerful |

When one or more ley lines intersect, they form a *nexus*. Ley line nexuses are sometimes called “places of power” and are highly sought after by sorcerers, hedges, psychics, and supernatural creatures alike. They also attract supernatural forces like moths to a flame. A super-nexus is a convergence of ley line nexuses in an area (3 or more) creating a vast pool of power. They function like ley line for the effects they give, but are more powerful and use their *full* bonus *plus* 1d6-1 (minimum of +1).

Roll 1d: on a 1-2 the nexus is snarled and gives a penalty; on a 3-6 the ley line is normal and gives a bonus. Roll 1d to determine the rating.

| Roll | Magnitude Rating | Bonus | Descriptor |
|------|------------------|-------|---------------|
| 1 | 1 | ±0 | Very Weak |
| 2 | 2 | ±1 | Weak |
| 3 | 3 | ±2 | Typical |
| 4 | 4 | ±3 | Potent |
| 5 | 5 | ±4 | Powerful |
| 6+ | 6 | ±5 | Very Powerful |

Finally, there *dragon wells*. Pools of raw ley line energy that collect in the supernatural equivalent of rivulets or ponds. Dragon wells are the only place that quin-

tessence (p. 00) can be harvested and are so zealously guarded and sought after that entire wars have been fought over them.

Dragon wells are rated for how much quintessence they can provide at a time (their rating) and for how fast they recharge (typically 1 point per week, but this can vary). They *also* provide a bonus to rolls just like a nexus does (p. 00), but when the quintessence is harvested it temporarily drops down to (Magnitude Rating) - (the total points of quintessence taken). Every point regenerated increases it, up to its maximum.

Roll 1d: on a 1 the dragon well is snarled and gives a penalty; on a 2-6 the dragon well is normal and gives a bonus. Roll 1d to determine the rating.

| Roll | Magnitude Rating | Bonus | Descriptor |
|------|------------------|-------|---------------|
| 1 | 1 | ±1 | Very Weak |
| 2 | 2 | ±2 | Weak |
| 3 | 3 | ±3 | Typical |
| 4 | 4 | ±4 | Potent |
| 5 | 5 | ±5 | Powerful |
| 6+ | 6 | ±6+ | Very Powerful |

Reposition Place of Power

Spell Effects: Greater Control Magic + Greater Strengthen Magic.

Inherent Modifiers: None.

Greater Effects: 2 (×5).

As per Lesser Reposition Place of Power (p. X), but the Magnitude Rating stays the same.

Typical Casting: Greater Control Magic (5) + Greater Strengthen Magic (3) + Duration, 1 day (7)



+ Range, 1 mile (18) + Speed, 200 yards/second (12). 225 energy (45x5).

See Invisible

see p. B89

Appropriate examples include a specific race's deceptive powers (e.g., Faeries or Ghosts), as are Divine Gifts, Magic, Psychic, etc.

A special variation of this trait is the ability to locate ley lines, ley line nexuses, sacred places, and so on; "See Telluric Currents" is therefore a valid option for this advantage. It not only allows you to locate these things, it also allows you to detect things that disrupt, control, or alter them, regardless of its power source.

See Invisible (the Mists) allows you to see through all active or inactive uses of the Mists.

The rare gift of Ley Sight combines several advantages:

Ley Sight: Detect (Dimensional Anomalies; Link, +10%; Magical, -10%; Reflexive, +40%; Vague, -50%) [9] + Focused Tellurgy [1] + See Invisible (Telluric Currents; Link, +10%; Magical, -10%) [15].

Notes: Ley Sight is a rare gift and only ever found in sorcerers (i.e., those who have Sorcerous Adept) who are almost immediately recruited into the Conclave's Department of Telluric Regulation as soon as their gift is discovered. It allows you to sense anomalies in the local space-time, though only when you are actually in the presence of one, and allows you to actually see telluric currents and ley line flows. Finally, because of your special relationship with telluric energies you have a +3 to all rolls to tap into ley lines, quintessence pools, etc. 25 points.

Sense Telluric Currents

Spell Effects: Lesser Sense Magic.

Inherent Modifiers: Altered Traits, Limited Ley Sight.

Skill Penalty: Path of Magic-3.

Casting Time: 5 minutes.

This spell allows the caster to see dragon wells, ley lines, nexuses, super nexuses, etc. for the next hour. Treat this as the Ley Sight advantage, except you suffer a -4 on all Vision rolls while viewing such energies; this takes a Ready maneuver to switch back to normal sight.

Typical Casting: Lesser Sense Magic (2) + Duration, 1 hour (7) + Altered Traits, Limited Ley Sight (23) + Subject Weight, 300 lbs. (5). 37 SP and 0 LFP.

Twist Place of Power

Spell Effects: Greater Transform Magic.

Inherent Modifiers: None.

Greater Effects: 1 (x3).

You can snarl and malform the magical latticework that makes up a place of power and

"sour" it. You must be present at the place of power or standing within two yards of it to use this spell. This requires that you succeed on a Quick Contest of your effective skill vs. 10 + Power Rating. Success mimics the effects of a desecrated area for the next 24 hours.

Typical Casting: Greater Transform Magic (8) + Duration, 1 day (7). 45 energy (15x3).



Telluric Ground

Spell Effects: Greater Strengthen Magic.

Inherent Modifiers: Bestows a Bonus, Resist Place of Power effects

Casting Time: 1 (x3)

For the next hour, the subject gets a +5 on rolls to resist the negative effects of place of power or spells that use them as channels (e.g., Telluric Trap). Additionally, he can attempt to use a twisted or desecrated place of power without the negative effects; this requires a roll against the Place of Power bonus + 12. Success means he can draw from it as if it were a place of power with half its normal bonus (minimum of +1).

Typical Casting: Greater Strengthen Magic (3) + Bestows a Bonus, +5 to resist place of power damaging effects (24) + Duration, 1 hour (3). 90 energy (30x3).

Telluric Mine

Spell Effects: Greater Create Magic + Greater Sense Magic.

Inherent Modifiers: Damage, Indirect Burning

Greater Effects: 2 (x5)

This ritual “mines” a place of power. In addition to causing 6d burning damage when activated (see below) to everything within 2 yards of the one who triggered it, it also reduces the target’s resistance to further magic. For each point of damage that penetrates the target’s DR, he must make a HT roll (at -1 per 2 points of penetrating damage), or lose a level of Magic Resistance per point by which he failed. If the target has no Magic Resistance, he instead gains levels of Magical Susceptibility per point by which he failed his roll (maximum of five). These effects last for (20 - HT) minutes, minimum of one minute. The caster who

drew on the place of power first takes the damage and he must be within 10 yards of it for it to activate the mine.

The mine takes (6 - Place of Power Bonus) hours to arm, but once armed can cause massive damage to the first caster to try and tap the mined sacred place. Additionally, damage assumes a place of power with a bonus of 3, add -2/die of damage for a Bonus of 1 or -1/die for a bonus of +2. Conversely, a bonus of +4 adds +1/die, and +5 adds +2/die.

The caster may opt to charge the mine with his own energy without a place of power, but doing so is risky. He must spend 4 FP (which count as FP lost to magic) and pick a spot. If any caster within 10 yards of that spot attempts to cast a spell, the mine goes off with its usual effects. The caster may opt to spend more FP to charge the mine just as if it were on a place of power. Doing so costs 4 FP per increase in the mage’s “Bonus.”

The caster may exclude up to 10 others from this spell when he first sets the mine, but may not do so later.

Typical Casting: Greater Create Magic (6) + Greater Sense Magic (2) + Area of Effect, 2 yards, excludes 10 subjects (15) + Damage, Indirect Burning 6d (Alternative Enhancements*, +77%; Variable Damage, +50%) (30) + Range, 10 yards (4). 285 energy (57x5).

* Alternative Enhancements, Side Effect (Negated Advantage, Magic Resistance (Improved) 1, Margin-Based), Side Effect (Disadvantage, Magic Susceptibility 1, Margin-Based), +77%. Alternative Enhancements is from *GURPS Power-Ups 4: Enhancements*.



Telluric Recovery

Spell Effects: Lesser Transform Magic ¥3.

Inherent Modifiers: Altered Traits, Regeneration (Fast) (Accessibility, Only on place of power; Energy Reserve Recovery; Fatigue Recovery; Variable).

Greater Effects: 0 (x1)

The subject of the spell regains HP, FP, and mana reserve at an enhanced rate for the next hour while on a place of power. This amount depends on several factors: the bonus of the place of power

| Places of Power Bonus | Rate Recovered |
|-----------------------|----------------|
|-----------------------|----------------|

| | |
|---|--|
| 1 | 1 HP per 12 hours or 1 FP/MR per 10 minutes |
| 2 | 1 HP pre six hours or 1 FP/MR per 8 minutes |
| 3 | 1 HP/hour or 1 FP/MR per 5 minutes |
| 4 | 1 HP per 30 minutes or 1 FP/MR per 2 minutes |
| 5 | 1 HP per 10 minutes or 1 FP/MR per 1 minute |

Typical Casting: Lesser Transform Magic (8) + Lesser Transform Magic (8) + Lesser Transform Magic (8) + Altered Traits, Regeneration (Regular*) (Accessibility, Only on Place of Power, -10%; Energy Reserve Recovery, +50%; Fatigue Recovery, +50%; Variable, -40%*) (38) + Duration, 1 hour (3). 70 energy (70x1).

* When Fatigue Recovery is added to Regeneration (Regular) the subject regains 1 FP every 5 minutes and costs only +50% as an enhancement; the above rates reflect that.

† Borrowed from Weakness, this causes variation in the amount of HP, FP, and ER (Magic) recovered.

Telluric Speech

Spell Effects: Lesser Sense Magic.

Inherent Modifiers: None.

Greater Effects: 0 (x1)

Gives the caster the ability to mentally project his thoughts in a place of power to the minds of any who are within 10 yards of it. You may exclude *known* minds freely, excluding unknown minds is harder. Add a -1 to your casting roll per 10 subjects excluded. Such communication is not “secure” – anyone can tap into it with the right spells. On the plus side, it cannot be jammed without shutting down the place of power completely!

Typical Casting: Lesser Sense Magic (2) + Range, 10 yards (4). 6 energy (6x1).

