



## Boil and Bubble: AEON Sorcery Spells IV

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The fourth installment of *Sorcery* spells from my *GURPS* AEON supers campaign.

### Chaos Shielding

*Keywords:* Buff.

*Full Cost:* 15 points for level 1 + 5 points/additional level; the improved version costs 24 points for level 1 + 14 points/additional level;

*Casting Roll:* None. Use Innate Attack (Gaze) to aim.

*Range:* 100 yards.

*Duration:* 3 minutes.

When cast on an object, Hideaway makes it larger inside than it is outside. Can be used on a pocket, pouch, drawer, pitcher – anything that can normally hold other things. Each level adds 1 cubic feet of space and 20 lbs.; the extra space may be hidden by a false bottom, etc. Such space *does* count against the encumbrance of the bearer. The contents vanish forever if the object is destroyed. The time required to find an object in a Hideaway depends on how deep it is! A large enough Hideaway could hold a person. There is no problem with air unless the Hideaway is sealed off.

Improved Hideaway uses the same rules, but does *not* count against the encumbrance of the bearer.

*Statistics:* Affliction 1 (HT; Accessibility, Only works on containers, †20%; Advantage, Hideaway, +50%; Fixed Duration, +0%; Increased 1/2D, 10¥, +15%; No Signature, +20%; Sorcery, -15%) [15]. Additional levels add further levels of Hideaway to the Advantage enhancement (+50%) [+5]. The improved version adds “Unencumbered Hideaway” [24]. Additional levels add further levels of Unemcumbered Hideaway to the Advantage enhancement (+140%) [+14]. *Notes:* “Hideaway” is Payload 10 (Counts against encumbrance, -40%; Magical, -10%) [5/level] with a special feature: “Weight limit is based on a static BL of 20 lbs. instead of using actual ST.” “Unencumbered Hideaway” removes “Counts against encumbrance” and adds “Cosmic, Doesn’t count against encumbrance, +50%,” increasing cost to [14/level].

## Lighten

*Keywords:* Weapon Buff.

*Full Cost:* 31 points for level 1 + 16 points/additional level.

*Casting Roll:* None. Use Innate Attack (Gaze) to aim.

*Range:* 100 yards.

*Duration:* 3 minutes.

Makes armor or shields lighter and easier to carry. The subject becomes lighter only when it is actually being worn. Armor or shields in a backpack or otherwise stored would still have its full weight.

<i>Level</i>	<i>Weight Reduction</i>
1	-20%
2	-40%
3	-60%
4	-80%
5	Weightless!

*Statistics:* Affliction 1 (HT; Accessibility, Only on worn armor or shields, ⚡30%; Advantage, Lighten Armor, +220%; Fixed Duration, +0%; Increased 1/2D, 10¥, +15%; No Signature, +20%; Sorcery, -15%) [31]. Additional levels add further Lighten Armor to the Advantage enhancement (+160%) [+16]. *Notes:* “Lighten Armor (+220%)” is 22 points, Each additional level removes -2 in effect penalties.

## New Magic Item Type: Container, Medium

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A standard size backpack, haversack, sack or similar. For backpacks and similar torso-worn containers anyone *behind* you can grab it off of you with an unopposed DX roll; others must grapple you first and then win a Quick Contest of DX. Regardless, all containers are immune to crushing damage, loses no more than 1 HP from any piercing or impaling damage, and takes full injury from all other attacks. For carried containers others can try to grab them and win a Quick Contest of ST to take it away. Most containers can hold 40 lbs. and have SM -4, DR 2, HP 12, 3 lbs.