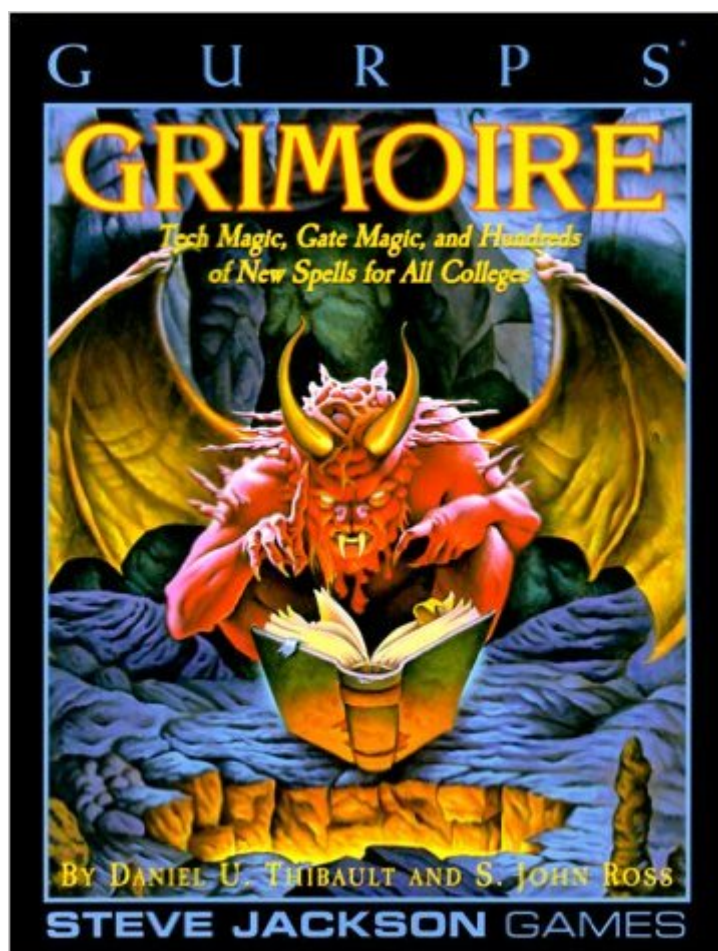


The book was found

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 desperate - 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 . . .

Book Information

Paperback: 127 pages

Publisher: Steve Jackson Games (February 1, 1994)

Language: English

ISBN-10: 1556342438

ISBN-13: 978-1556342431

Product Dimensions: 8.4 x 0.3 x 10.7 inches

Shipping Weight: 14.1 ounces

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #1,383,871 in Books (See Top 100 in Books) #100 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

Customer Reviews

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.

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.

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

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.

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

[Download to continue reading...](#)

Gurps Grimoire: Tech Magic, Gate Magic and Hundreds of Spells for all Colleges Witchcraft: The Ultimate Bible: The Definitive Guide on the Practice of Witchcraft, Spells, Rituals and Wicca (Witchcraft, Wicca, Spell Casting, Spells ... Candle Magik, Magik Spells, Magic Spells) Black Magic Spells: Black Magic Spells for Beginners (Black Magick) Cool Colleges: For the Hyper-Intelligent, Self-Directed, Late Blooming, and Just Plain Different (Cool Colleges: For the Hyper-Intelligent, Self-Directed, Late Blooming, & Just Plain Different) Colleges That Pay You Back: The 200 Best Value Colleges and What It Takes to Get In (College Admissions Guides) Wicca for Beginners: A Guide to Real Wiccan Beliefs, Magic and Rituals (Wiccan Spells - Witchcraft - Wicca Traditions - Wiccan Love Spells) GURPS Magic 2nd ed *OP (GURPS: Generic Universal Role Playing System) How to Survive Your In-Laws: Advice from Hundreds of Married Couples Who Did (Hundreds of

Heads Survival Guides) Wicca Candle Spells: Simple Magick Spells and Rituals that Work Fast (Wicca and Witchcraft) Wicca: Wicca Starter Kit (Wicca for Beginners, Big Book of Spells and Little Book of Spells) MAGICK: For Beginners! Spells & Rituals To Attain Abundance, Wealth, Health, Happiness & Your Deepest Desires! (Magick Spells, Witchcraft, Book Of Shadows, New Age) WICCA: Essential Practitioner's Guide to: Wicca for Beginners, Wiccan Spells, & Witchcraft (Crystals, Folklore, Mythology, Spells, Comparative Religion Book 1) Fast-Acting Get 'em Hot Lust Spells (Nicki's Fast & Easy Love Spells Book 1) Gurps Cyberworld: High-Tech Low-Life in the One-And-Twenty Make: Like The Pioneers: A Day in the Life with Sustainable, Low-Tech/No-Tech Solutions Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System) GURPS Werewolf The Apocalypse (GURPS: Generic Universal Role Playing System) GURPS Ultra-Tech: A Sourcebook of Weapons & Equipment for Future Ages GURPS Black Ops (GURPS: Generic Universal Role Playing System)

[Dmca](#)