These charts are a visual representation of the relationships between the hundreds of spells listed in *GURPS Magic*. They not only reduce the work required to determine the prerequisites for a spell, but also reveal the underlying organization of the colleges. For each college, they show how far one can progress at each level of Magery; which spells are central, prerequisites for most of the other spells in the college; and how much overlap there is with other colleges. The simple, open format allows for further customization. Color the boxes to show which spells a mage knows and instantly see which ones he is eligible to learn.

This new vector graphics version is less than 10% the file size of the old edition; also, all known errata to date have been corrected.
**Chart Key**

<table>
<thead>
<tr>
<th>Magery Requirement</th>
<th>Spell Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Magery Required</td>
<td>Hard</td>
</tr>
<tr>
<td>Magery 1</td>
<td>Very Hard</td>
</tr>
<tr>
<td>Magery 2</td>
<td></td>
</tr>
<tr>
<td>Magery 3</td>
<td></td>
</tr>
</tbody>
</table>

- **This specific prerequisite spell must be known at skill level N or higher.**
- **At least N variants of the prerequisite spell must be known.**

**Prerequisites**

- Spell from other college
- Non-spell prerequisite

- C requires A and B
- C requires A or B
- C requires Magery 1 or B
- C requires Magery 2 or (Magery 1 and A)

**College Identification**

- Is an X spell
- Is also an X spell

- A: Air
- B: Body Control
- C: Communication & Empathy
- Ea: Earth
- En: Enchantment
- Fi: Fire
- Fo: Food
- G: Gate
- H: Healing
- I: Illusion & Creation
- K: Knowledge
- L: Light
- M: Making & Breaking
- Me: Meta
- Mi: Mind Control
- Mo: Movement
- N: Necromantic
- Pl: Plant
- Pr: Protection
- S: Sound
- T: Technological
- Wa: Water
- We: Weather
Air College
2 Water spells

2 Air spells

Clouds\textsuperscript{\textit{We}}

Frost\textsuperscript{\textit{WaWe}}

Rain\textsuperscript{\textit{WaWe}}

Snow\textsuperscript{\textit{WaWe}}

Hail\textsuperscript{\textit{Wa}}

Storm\textsuperscript{\textit{WaWe}}

Cold\textsuperscript{\textit{Fi}}

Cool\textsuperscript{\textit{We}}

Predict Weather\textsuperscript{\textit{We}}

Heat\textsuperscript{\textit{Fi}}

Summon Air Elemental

Control Air Elemental

Create Air Elemental

Storm\textsuperscript{\textit{WaWe}}

Clouds\textsuperscript{\textit{We}}

Frost\textsuperscript{\textit{WaWe}}

Rain\textsuperscript{\textit{WaWe}}

Snow\textsuperscript{\textit{WaWe}}

Hail\textsuperscript{\textit{Wa}}

2 Water spells

2 Air spells

4 Air spells

8 Air spells

another Summon Elemental spell
Animal College

Vexation\(^C\)  \[ Animal Empathy \]  Persuasion\(^C\)

Beast-Rouser  Beast-Soother

(Animal) Control\(^\dagger\^\star\)  Master  Beast Summoning

Beast Link  Beast Speech  Beast Seeker

Repel (Animal)\(^\dagger\^\star\)  x2

Rider\(^*\)  Hybrid Control\(^*\)  Rider Within\(^*\)  Possession\(^C\)

Repel Hybrids\(^*\)  Beast Possession\(^*\)

x2

6 spells

Shapeshifting\(^\dagger\^\star\)

Permanent Beast Possession\(^*\)

Permanent Shapeshifting\(^\dagger\^\star\)

Shapeshift Others\(^\dagger\^\star\)

Alter Body\(^B\)

Great Shapeshift

10 spells

3 Animal spells

Armor\(^Pr\)  Watchdog\(^Pr\)

Protect Animal\(^Pr\)  Spider Silk

2 Animal spells

\(\dagger\) Each animal requires a different spell.

* Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).
Body Control College

†One of the four variants of the Boost (Attribute) spell
*Each race requires a different spell; each Transform Body is the prerequisite for the Transform Other spell of the same race.*
Enchantment College

1 spell each from 10 colleges

- Apportation
- Dancing Object
- Staff
- Powerstone
- Suspend Enchantment
- 5 Earth Spells
- Puissance
- Manastone
- 5 Air spells
- Accuracy
- Reshape
- Adjustable Clothing
- Name

- Hex
- Deflect
- Temporary Enchantment
- Fortify
- Remove Enchantment
- Recover Energy
- Power
- opposed spell
- Talisman
- Amulet
- Bane
- Attune
- Password
- Effigy

1 spell each from 15 colleges

- Lesser Wish
- Wish
- Great Wish
- Summon Spirit
- Weapon Spirit
- Ghost Weapon
- Solidify
- Lighten
- Hideaway
- Leak
- Seryguard
- Ward
- Scrywall
- Animation
- Shape Earth

IQ+Dex ≥ 30

- Perfect Illusion
- Illusion Disguise
- History
- Doppeltänder
- Simulacrum
- Create Object
- Seeker
- Malific
- Enslave
- Enshelve
- Impression Blocker
- Impression

- Apportation
- Dancing Object
- Grace
- Quick-Aim
- Haste

To Soul Stone, Lich, Wraith

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The spells in this college require the GM’s permission for a PC to learn.

1 Weapon Enchantment
2 Armor Enchantment
3 Wizardly Tools
4 Limiting Enchantment

† Other spells may be necessary to work with unusual materials.

* Each protection is a separate spell; each Talisman is the prerequisite for the Amulet spell of the same type.
†Create Gate, Beacon, Trace Teleport, and Divert Teleport each require Teleport, Timeport, and/or Plane Shift as prerequisites, depending on how the spell is to be used. See *Magic*, pages 84-85 and 148, for details.

*Each plane requires a different spell; each Summons is the prerequisite for the Shift and Visit spells of the same plane, and each Shift spell is the prerequisite for the Shift Other of the same plane.
Healing College

Empathy

Lend Energy

Share Energy  Lend Vitality  Recover Energy

Spasm^B

Awaken

Sense Life^C

Strike Blind^B

Body-Reading

IQ 11+

Restore Memory

Strike Dumb^B

Great Voice^S

Paralyze Limb^B

Stop Spasm^B

Cleansing

Minor Healing

Purify Earth^Ea

Detect Poison^Pr

Stop Danger^Pr

Test Food^Fo

Detect

Purify

Earth

Spasm

Cleansing

Share Vitality

Relieve Madness^Mi

Stop Bleeding

Decay^Fo

Wisdom^Mi

Clean^Ma

Resistencia

Stop Paralysis

Relieve Paralysis

Stop Spasm^B

Cleansing

Major Healing

Great Healing

Cure Radiation^T

Cure Disease

Remove Contagion

Resist Disease^Pr

Resist Poison^Pr

Sense Danger^Pr

Test Food^Fo

Detect Poison^Pr

Neutralize Poison

Stop Paralysis

Relieve Paralysis

To Restoration

†One of the variants of the Keen (Sense) spell

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Healing College

To Relieve Paralysis

“Restore” spells

To Major Healing

Restoration

Instant Restoration

Regeneration

Instant Regeneration

Summon Spirit

Resurrection

“holy” status

Spirit Empathy

Final Rest

8 Healing spells

Halt Aging

Youth
IQ 11+
Must be able to see

Simple Illusion

Shape Fire

IQ 12+

Create Water

Create Animal

Create Servant

Create Mount

Control Creation

Create Warrior

Dispel Creation

Control Illusion

Complex Illusion

Perfect Illusion

Sound

Complex Illusion

Must be able to see

Simple Illusion

Shape Fire

IQ 11+

Create Object

Copy

Inscribe

Independence

Initiative

Hinder

Apportation

Phantom

Sound

Complex Illusion

Perfect Illusion

Control Illusion

Complex Illusion

Must be able to see

Simple Illusion

Shape Fire

IQ 11+

Create Object

Copy

Inscribe

Independence

Initiative

Hinder

Apportation

Phantom

Sound

Complex Illusion

Perfect Illusion

Control Illusion

Complex Illusion

Must be able to see

Simple Illusion

Shape Fire

IQ 11+

Create Object

Copy

Inscribe

Independence

Initiative

Hinder

Apportation

Phantom

Sound

Complex Illusion

Perfect Illusion

Control Illusion

Complex Illusion

Must be able to see

Simple Illusion

Shape Fire

IQ 11+

Create Object

Copy

Inscribe

Independence

Initiative

Hinder

Apportation

Phantom

Sound

Complex Illusion

Perfect Illusion

Control Illusion

Complex Illusion

Must be able to see

Simple Illusion

Shape Fire

IQ 11+
2 “Seek” spells

IQ 12+

*Requires other spells as specified in the text for the particular method of divination.
Light & Darkness College

Light

Mage Sight

Mage Light

Continual Light

Continental Mage Light

Glow

Wall of Light

Darkness

Gloom

Light Jet

Shape Light

Remove Shadow

Remove Reflection

Colors

3 Movement spells

Shape Darkness

5 Light & Darkness spells

Removing

Wall of Light

Blackout

Blur

Shade

Mirror

Sunlight

Continual Sunlight

Sunbolt

Simple Illusion

History

Images of the Past

Light

Body of Shadow

No Blindness or Bad Sight

Hawk Vision

No Blindness

Bright Vision

Small Vision

Night Vision

Invisibility

Keen Vision

No Blindness or Bad Sight

Infravision

Night Vision

Dark Vision

See Invisible

†One of the variants of the Keen (Sense) spell
Meta College

12 spells

- Counterspell
- Dispel Magic

8 spells

- Suspend Spell
- Suspend Magic

1 spell each from 10 colleges

- Teleport
- Wizard Eye

1 spell each from 6 colleges

- Lend Skill
- Telecast

15 spells

- Catch Spell
- Delay†

1 spell each from 6 colleges

- Ward
- Great Ward
- Lend Spell

†Linking spell

- Return Missilepr
- DX 12+
- Find WeaknessMa
- Link†En
- Link†En
- Maintain Spell†
- Hang Spell†
- Reflect
- Steal Spell

- Seek MagicK
- Conceal Magic
- AuraK
- False Aura
- Remove Aura
- Drain Mana
- Restore Mana
- Counterspell
- Dispel Magic
- Suspend Spell
- Suspend Magic
- Displace Spell
- Suspend Mana
- Spellguard
- AuraK

†Linking spell
Meta College

- 1 spell each from 7 colleges
- 1 spell each from 15 colleges
- 1 spell each from 12 colleges

- "holy" or "unholy" status at GM's option
- 2 spells each from 10 colleges
- "holy" status at GM's option

- Curse
- Suspend Magery
- Bless
- Drain Magery

- Sense Observation
- Simple Illusion
- Scryfool

- Lend Energy
- Powerstone
- Charge Powerstone

- Magic Resistance
- Scryguard
- Spell Shield
- Scrywall
- Pentagram
- Spell Wall
**Mind Control College**

- **Keen (Sense)**
  - Alertness (×2)
  - Rear Vision
- **Dull (Sense)**
  - Dullness (×2)
  - **Dizziness**
- **Trance**
  - **Wisdom**
  - 6 Mind Control spells
  - Forgetfulness
  - Weaken Will
  - Disorient
  - **Drunkenness**
- **IQ 12+**
  - **Foolishness**
- **Clumsiness**
  - **Pestilence**
  - **Sickness**
- **IQ 13+**
  - **Mass Daze**
  - **Fascinate**
  - **Encrypt**
  - 9 Mind Control spells
  - **Lesser Geas**
  - **Great Geas**
  - **History**
  - **Memorize**
  - **Slow**
  - 6 Knowledge spells
  - **Recall**
  - **To Sleep**
  - **To Mental Stun**
  - 14 Mind Control spells
  - **Lesser Geas**
  - **Great Geas**
  - **Hide**
  - **Avoid**
  - **IQ 13+**
  - **Permanently Forgetful**
  - **To Fear**
  - **To Hallucination**

---

*Only Keen Hearing is also a Sound spell.*

†One of the four variants of the Boost (Attribute) spell.
Movement College

Clumsiness

Haste

IQ 12+

Great Haste

Apportion

Shape Earth

Hinder

Grease

Quick March

Dancing Object

Lighten Burden

Light Tread

Slow

Slide

Winged Knife

Deflect Missile

Distant Blow

Glue

Poltergeist

Shape Earth

Shape Water

Wallwalker

Lockmaster

Far-Feeling

Debility

Long March

Cloud-Walking

Cloud-Vaulting

Lockmaster

Manipulate

Walk on Water

Walk on Air

Jump

Slow Fall

Unlock

Wizard Hand

Blink

Other

Other

IQ 13+

Flight

Levitation

Increase Burden

Hold Fast

Undo

Body of Air

6 Movement spells

Body of Air

Ethereal Body

IQ 13+

Hawk Flight

3 Movement spells

Repel

Freedom

Pull

Body of Air

Windstorm

Air Vortex

†Create Gate, Beacon, Trace Teleport, and Divert Teleport each require Teleport, Timeport, and/or Plane Shift as prerequisites, depending on how the spell is to be used. See Magic, pages 84-85 and 148, for details.

††Create Gate, Beacon, Trace Teleport, and Divert Teleport each require Teleport, Timeport, and/or Plane Shift as prerequisites, depending on how the spell is to be used. See Magic, pages 84-85 and 148, for details.

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Necromantic College

†One of the four variants of the Steal (Attribute) spell
Protection & Warning College

3 Movement spells

3 Protection spells

3 Body Control spells

Freedom

Resist
Radiation

Resist
Pain

Iron Arm

Remove Contagion

Vigor

Resist Disease

Resist Poison

Resist
Poison

Resist
Disease

6 Air spells

4 Sound spells

Resist Sound

5 Vigor

Resist
Poison

Resist
Disease

Resist
Lightning

4 Radiation spells

Resist
Radiation

Mirror

Block

Hardiness

Reflect Gaze

Create Acid

Resist Acid

Create Acid

3 Movement spells

Resist
Radiation

Magelock

3 Radiation spells

Heat

Cold

Mirror

Warmth

Coolness

3 Protection spells

4 Sound spells

Resist Sound

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Sound College

Sense Life\(^C\)

- Delayed Message
- Emotion Control\(^M\)
- Silver Tongue
  - 1 language written at Accented or better
- Dancing Object\(^M\)
- Scribe
  - Musical Scribe
- Seeker\(^K\)
- Message\(^C\)

Sound

- Voices
  - Imitate Voice
  - Garble
- Silence
  - Hush
  - Mage-Stealth
- Thunderclap
  - Shape Air\(^A\)
  - Concussion\(^A\)

Great Voice

- Wall of Silence
  - Noise
- Wall of Silence

- Shape Air\(^A\)
  - Concussion\(^A\)

- Alter Voice\(^B\)
- Far-Hearing\(^K\)
- Keen Hearing\(^M\)
  - Acute Hearing
  - Apportation\(^M\)
  - Sound Vision
  - Resist Sound\(^P\)
  - Far-Tasting\(^F\)
  - Wizard Mouth\(^F\)
  - Sound Jet

- Invisible Wizard Ear
  - Invisibility\(^L\)

†One of the variants of the Keen (Sense) spell
Technological College

Seek Machine/TL

- History K
- Schematic K
- Repair M

- 3 Fire spells
- 3 Air spells
- 3 Earth spells
- 3 Water spells

Reveal Function/TL

- Machine Spells
  - Lightning AiWe
  - Locksmith Mo

- Machine Control/TL
  - Machine Summoning/TL
  - Glitch/TL
  - Machine Speech/TL C
  - Malfunction/TL

- Soul Rider C
  - Soul Rider Within An
  - Permanent Machine Possession/TL

Create Object I

- Schematic K
- Repair M

- Rebuild/TL M

- Energy Spells
  - 6 Energy spells
  - Essential Fuel/TL
  - Magnetic Vision
  - Seek Power/TL
  - Conduct Power/TL
  - Steal Power/TL
  - Draw Power/TL
  - Keen Vision Mi
  - Minor Healing H
  - Keen Hearing Mis
  - Infravision I
  - Radio Hearing
  - Spectrum Vision

- Keen Machine/TL
- Stop Power
- Lend Power/TL
- Keen Hearing MiS
- Steal Power/TL
- Draw Power/TL

- Rider Within An
- Rider Within An
- Rider Within An

- Energy Spells
  - Seek Fuel/TL
  - Test Fuel/TL
  - Preserve Fuel/TL
  - Create Fuel/TL
  - Seek Fuel/TL
  - Create Fuel/TL
  - Decay Fo
  - Purify Water Wa
  - Purify Fuel/TL
  - Propulsion/TL

- Machine Spells
  - Lightning AiWe
  - Locksmith Mo

- Rider Within An
- Rider Within An
- Rider Within An

†One of the variants of the Keen (Sense) spell

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NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.
Water College

Seek Water

- Decay
- Purify Water
- Seek Coastline

Foul Water
- Create Water

Destroy Water

Create Air

Ai

Breathe

Water

Ai

Shape Water

Icy Weapon

Shape Water

Icy Missiles

Destroy Air

Ai

To 12 various spells (see pp. 2-3)

4 Water spells

To Frost

To Mud Jet

Create Earth

Rain of Acid

Create Acid

Dehydrate

Dry Spring

Earth to Water

Create Spring

4 Earth spells

4 Fire spells

Distill

Icy Touch

Mature

Create Air

Breathe Water

Geyser

Resist Water

Water Jet

Resist Acid

Acid Ball

Acid Jet

Spit Acid

To Mud Jet

To Steam Jet

To Ice Dagger

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6 Water spells
- Current<sup>We</sup>
- Essential Water

all 6 Acid spells
- Essential Acid

4 Water spells
- another Summon Elemental spell
- Summon Water Elemental
- Control Water Elemental
- Create Water Elemental

8 Water spells
- Tide<sup>We</sup>

- Sand Jet<sup>Ea</sup>
  - To Create Water
  - To Water Jet
- Create Earth<sup>Ea</sup>

- Mud Jet<sup>Ea</sup>

To Shape Water
- Fog<sup>We</sup>
- Whirlpool
- Waves<sup>We</sup>
- Water Vision<sup>K</sup>
- Swim<sup>Mo</sup>
- Levitation<sup>Mo</sup>

To Shape Water
- Snow Shoes
- Walk Through Water
- Walk on Water
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