

## STATIC POWER SUPPLIES

External energy sources don't have to be portable. Some may be fixed in place, making specific locations quite literally "places of power." Such static sources could be marked by miracles and wonders, crackling energies, or a feeling of almost tangible power obvious to everyone . . . or be utterly unremarkable, needing spells and enchantments to unlock them. They might also be a mana level or two higher than their surroundings.

In game terms, a source should be defined by how much energy it supplies (e.g., "10 points available for castings every second"), perhaps with a random element (e.g., "1d+7 points"). Some kind of roll – probably IQ + Magery – may be needed to draw upon the supply, with the option of critical success gaining more (possibly at the risk of "burning out" the source temporarily or permanently) and critical failure making it impossible to tap the site for a while. There could also be an upper limit on how much energy can be used in total per hour, day, month, etc.

If two or more wizards try to access a site simultaneously, then the "flow" *might* be divided equally between them. However, it's more fun to have them engage in a magical struggle for control – perhaps a Contest of Will + Magery, with long-term residents and those who've analyzed the site rolling at a bonus. The winner might gain control for an extended period, or every turn could require its own Quick Contest.

### Ley Spells

A way to make ley lines (p. 12) significant and interesting without necessarily making them crucial is to introduce a few spells that exploit them as a useful but subsidiary feature of magical reality. There could be a spell to locate them, plus spells equivalent to Mind-Sending, Telepathy, Haste, Apportation, etc., that only work for communication or movement along them, but at half the energy cost (or less) of the usual versions. The GM who doesn't want to invent new spells might allow the *standard* versions to enjoy reduced energy cost when cast along leys.

Another option is to give spells increased range when cast along ley lines. Possibilities include dividing effective distance by 2, 10, or more before figuring range penalties; assessing a mere -1 per intervening node; and *ignoring* range penalties. Such effects will turn a ley network into a useful communication and transportation system. Any faction that controls it will wield considerable power. For extra color, attempts to cast magic *across* a ley line could suffer significant penalties.

Finally, ley lines could serve as "power channels" that can be tapped using appropriate spells (or just an IQ + Magery roll) for energy to power other magic. The amount of energy supplied determines how useful a given line is. See *Static Power Supplies* (above) for a related topic.

In some settings, ley lines (p. 12) may serve as the magical equivalent of electrical power lines, channeling energy between high mana sites ("nodes"). By virtue of their own high mana nature, these might delineate the magical geography of the countryside and perhaps mark the borders of areas of differently aspected mana (see *Aspected Mana*, p. 59). See *GURPS Fantasy* for further discussion.

## MEDITATION, HOLINESS, OR STUDY

If magic is an outgrowth of prayer, religious study, or meditation (see *Supernatural Inspiration*, p. 17), then the GM can rule that – for *practical* purposes – these behaviors provide the equivalent of energy. Optional rules for this appear below. To use them, a magic-worker must be Very Blessed (p. B41) and have at least a -10-point version of Disciplines of Faith (p. B132) determined by his chosen faith.

Every eight hours (or "working day") of prayer or sanctified meditation generates the equivalent of an energy point that the practitioner can spend to create supernatural effects or items. This makes *Devotional Enchantment* (below) roughly as efficient a use of time as *Slow and Sure Enchantment* (p. B481). Hours spent in religious study accrue "energy" at half speed. The strict conduct of a virtuous life amasses it at quarter speed. Important meritorious acts (pilgrimages, joining a monastery, etc.) might grant the equivalent of 25 energy points apiece, while lesser acts (such as sacrificing valuable items or memorizing a sacred text) give a smaller amount – all at the GM's option. If evil cults have access to this process, then especially vile acts or bloody sacrifices might be considered "meritorious"; it's the *god's* rules that count. Indeed, vicious deeds that leave the cultist hunted and despised might be worth even more – evil gods appreciate the value of incentives!

The practitioner can hold this "energy" in reserve for as long as he wishes – typically until a specific, usually virtuous use appears for it, at which time he spends it to perform magic. However, what's created and held *isn't* energy as such, although it uses the same units for game convenience. It's a backlog of divine favor, temporary insight, or good standing with higher powers who can be asked for aid. Thus, it *can't* be combined with FP, energy from Powerstones, etc., to cast spells.

The GM may wish to restrict how much "energy" anyone can hold in reserve;  $2 \times (\text{Will} + \text{Power Investiture})$  is a plausible maximum. This isn't required or recommended, though. Divine miracles rarely have size limits!

Learning and casting spells work normally in this system. Usually, the holy man uses *Clerical Spell-Magic* (pp. 65-71), and so possesses Power Investiture rather than Magery, and learns spells from a restricted list. Adherents of abstruse meditational systems, who don't invoke gods, might still use standard Magery-based magic.

