

## Pyramid Articles related to Magic

### Alchemy/Herb Lore

3/28 Thaumatology II It's Pure Chemistry!  
3/68 Natural Magic Ars Metalica  
3/82 Magical Creations Dungeon Brewmasters  
3/109 Thaumatology V Magnum Opus (System for what materials to use)

### Basic Magic: Skills based and combat focused.

3/25 Epic Magic Essential Magic  
3/25 Epic Magic Quartermaster Mage  
3/28 Thaumatology II Ceremonial Magic Made Easy.  
3/36 Dungeon Fantasy All Charged Up Over Magic Items  
3/43 Thaumatology III Cultists of The Elder Gods (Psi and DF priests)  
3/43 Thaumatology III Magic as Technological Progress  
3/48 Secret Magic Eidetic Memory: Bibliomancy  
3/48 Secret Magic Anything For Power (Symbol Drawing) in Odds and Ends  
3/60 Dungeon Fantasy III Wizardry Refined  
3/66 The Laws of Magic Thoroughly Modern Magic  
3/66 The Laws of Magic The Material Difference  
3/66 The Laws of Magic Designers Notes: Wilderness Adventures  
3/76 Dungeon Fantasy IV Hidden Knowledge  
3/91 Thaumatology III The Thaumatology of Metallurgy  
3/114 Mind Over Magic EM: Glass Magic and the Specularii  
3/115 Technomancer Every article in it seems to have something, spells, new options, discussion on enchanted equipment, etc.

### Powers Based Systems:

#### 1)Powers

3/1 Tools of the Trade-Wizards Necromantic Tools  
3/19 Tools of the Trade-Clerics Auras of Power  
3/68 Natural Magic Green Power  
3/91 Thaumatology III Technomysticism  
3/99 Death and Beyond Soul Reapers

#### 2)Divine Favor

3/36 Dungeon Fantasy Dungeon Saints  
3/47 The Rogue's Life May the Shadows Guide You  
3/50 Dungeon Fantasy II Sainly Power-Ups  
3/65 Alternate GURPS III Divine Favor for the Masses

#### 3)Sorcery

3/63 Infinite Worlds II The Power of Sorcery  
3/82 Magical Creations The Sorcerer  
3/105 Cinematic Magic Super Sorcery!  
3/105 Cinematic Magic Chi Sorcery (Uses Sorcery system for Chi powers)  
3/105 Cinematic Magic Gourmet Alchemy (Modular Powers as Elixers)  
3/122 All Good Things Native American Crusaders (Mystic powers for GURPS Monster Hunters)  
Fan built spells by Eggplant

### Ritual Path Magic: Improvisational magic

3/43 Thaumatology III Bottled Magic  
3/48 Secret Magic Magical Tradecraft  
3/56 Prehistory The Old Ways  
3/66 The Laws of Magic Alternative Ritual Path Magic  
3/66 The Laws of Magic Ritual Path Specialists  
3/66 The Laws of Magic Repercussive Rituals  
3/75 Heroes Jackpot A Familiar Path  
\*\* 3/109 Thaumatology V Designers Notes: Incantation Magic (Related to, but not exactly RPM)  
3/110 Deep Space Aethyric Space  
\*\*3/114 Mind Over Magic Incanters Grimoire

## Other Systems:

### 1)Book/Path

- 3/13 Thaumatology Fairy Tale Magic, p. 4
- 3/43 Thaumatology III Ghoul Magic (Book/Path)
- 3/66 The Laws of Magic The Azure Dragon (Book/Path)

### 3)Realm Magic

3/122 All Good Things Sufficiently Deranged Realm Magic as Weird Science. Can be useful for magic sciences and other categories as well.

### 4)Magical Styles

- 3/4 Magic on the Battlefield The Society of Siege Sorcerers
- 3/28 Thaumatology II Yellow Goblin Magic
- 3/43 Thaumatology III ADELPHOS DIONYSOS
- 3/48 Secret Magic The Way of the Keepers
- 3/48 Secret Magic The First Resistance
- 3/64 Pirates and Swashbucklers Scurvey Dog Sorcery
- 3/68 Natural Magic Magic of the Shaded Woodlands
- 3/109 Thaumatology V The Teramancers (Monsters)
- 3/114 Mind Over Magic EM: Glass Magic and the Specularii

### 5)Imbuements

- 3/4 Magic on the Battlefield The Perfect Defense
- 3/12 Tech and Toys Psi-Powered Imbuements
- 3/13 Thaumatology The Mystic Knight
- 3/36 Dungeon Fantasy Powering Up: Imbuements
- 3/60 Dungeon Fantasy III Mystic Power Ups
- 3/71 Spaceships II Vehicle Imbuements
- 3/102 Epic: Crafting Imbuements Designer notes

### 6)Impulse Buys

- 3/48 Secret Magic Forewarned is Forearmed
- 3/75 Heroes Jackpot Drinkable, Wearable, Impossible Points
- 3/100 Pyramid Secrets Impulse Control
- 3/105 Cinematic Magic Lights! Camera! Magic!

## Misc Stuff

### Can Apply widely

- 3/7 Urban Fantasy Of Sound and Signs
- 3/25 Epic Magic All The Epic Ways
- 3/38 The Power of Myth Art of Prophecy", a systemless article giving advice on how to handle foresight.
- 3/48 Secret Magic Onomancy
- 3/58 Urban Fantasy II Hunting the Cabal (bonus to various systems, but mostly RPM and Magic)
- 3/67 Tools of the Trade: Villains How Very Tempting Selling your soul and demonic contracts, useful for any system.
- 3/114 Mind Over Magic Names Have Power (Options for any system)
- 3/120 Alternate GURPS V The Fifth Attribute (Replacing IQ for Magic/Supernatural abilities)

### Background Fluff (Only included stuff with crunch or that helps magic rather than just background material)

- 3/1 Tools of the Trade-Wizards Guildhall of the Hermetic Brotherhood
- 3/1 Tools of the Trade-Wizards Tooling With Curses
- 3/1 Tools of the Trade-Wizards Out of the Rough, Magic gems in RPGs
- 3/4 Magic on the Battlefield Magical Naval Warfare
- 3/46 Wierd Science Metatronic Generators (Often suggested for Magi-tech)
- 3/82 Magical Creations Instruments of Enchantment (Musical instruments as magic items)
- 3/91 Thaumatology III Codex Duello (A subsystem for ritualized mage duels)
- 3/97 Strange Powers Mask of Humanity (Hidden supernatural)