

The Renegade Mage's

Unofficial GURPS Magic Spell Errata

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General Revision

The cost to cast a Regular spell on an object (Magic, p.9, Basic Set, p.239) with SM +1 or greater goes up at the ratio of the linear measurement to SM 0. See table at the end for a convenient list.

Specific Spells

Purify Air, p.23:

Duration is "Instantaneous."

Destroy Air, p.24:

Duration is "Instantaneous."

Air Jet, p.24:

"The jet does crushing damage to vaporous beings or swarms."

Earth to Air, p.25:

Duration is "Instantaneous."

Beast-Soother, p.29:

Duration is "Instantaneous."

Thirst, p.38:

This is also a Water spell, not Food.

Wither Limb, p.40-41:

Duration is "Instantaneous."

Deathtouch, p.41:

Damage type is toxic (affects undead).

Enlarge, p.42:

Cost is 15 per +1 SM, half to maintain.

Enlarge Other, p.43:

Cost is 15 per +1 SM, half to maintain.

Exchange Bodies, p.49:

Duration is "Instantaneous."

Earth to Water, p.52:

Duration is "Instantaneous."

Purify Earth, p.54:

Duration is "Instantaneous."

Deflect, p.67:

Replace as follows.

"The enchanted item of clothing, jewelry, or armor allows its wearer to dodge more effectively; each level of enchantment gives the wearer +1 to Dodge, up to a maximum of +3.

"Energy cost to cast: 1,000 for +1 for dodge, 2,000 for +2, and 4,000 for +3. This cost is not reduced for individual pieces of armor. The spell may be recast at a higher level as with Accuracy (p.65).

"Prerequisites: Enchant and Haste.

"Special: Items that can be enchanted with Deflect, Defending Weapon, or Defending Shield can be enchanted with all three at the same level, at a cost of 2,000 for +1, 4,000 for +2, and 8,000 for +3. Published items enchanted with Deflect should be treated as if they were enchanted with all three spells."

Flame Jet, p.73:

Damage type is burning.

Rain of Fire, p.74:

Damage type is burning.

Fireball, p.74-75:

Damage type is crushing (incendiary).

Explosive Fireball, p.75:

Damage type is crushing (incendiary).

Flaming Weapon, p.75:

Damage added is burning.

Flaming Missiles, p.75:

Damage added is burning.

Burning Touch, p.76:

Damage type is burning.

Prepare Game, p.78:

Duration is "Instantaneous."

Poison Food, p.78:

Damage type is toxic.

Thirst, p.78:

This is a Water spell, not Food.

Essential Food, p.79:

Duration is "Permanent."

Distill, p.79

Duration is "Instantaneous."

Plane Shift, p.83:

Duration is "Instantaneous."

Plane Shift Other, p.83:

Duration is "Instantaneous."

Final Rest, p.89:

Duration is "Instantaneous."

Share Vitality, p.90:

Duration is "Instantaneous."

Stop Bleeding, p.91:

Duration is "Instantaneous."

Neutralize Poison, p.92:

Duration is "Instantaneous."

Relieve Addiction, p.92:

Replace the text in parentheses with
"(see p.B440)".

Restore Memory, p.92:

Duration is "Instantaneous."

Restoration, p.93:

Duration is "Instantaneous."

Regeneration, p.93:

Duration is "Instantaneous."

Resurrection, p.94:

Duration is "Instantaneous."

Inspired Creation, p.115:

Duration is "The usual time to make the
object." Time to cast is "One minute."

Weaken, p.116:

Damage type is corrosion.

Clean, p.116:

Duration is "Instantaneous."

Shatter, p.116-117:

Replace second sentence with, "If the
spell does damage equal to or greater
than the HP of the subject, it is reduced
to $-5 \times \text{HP}$ and a pile of shards;
otherwise the subject is unharmed."

Fasten, p.118:

Duration is "Instantaneous."

Repair, p.118:

Duration is "Instantaneous."

Enlarge Object, p.120:

Cost is 15 per +1 SM, half to maintain.

Disintegrate, p.120:

Replace first two sentences with,
"Similar to Shatter. If the spell does
damage equal to or greater than the HP
of the subject, it is reduced to $-10 \times \text{HP}$
and a small amount of dust; otherwise
the subject is unharmed."

Duration is "Instantaneous."

Drain Mana, p.127:

Duration is "Instantaneous."

Steal Energy, p.150:

Duration is "Instantaneous."

Steal Vitality, p.150:

Duration is "Instantaneous."

Age, p.154:

Duration is "Instantaneous."

Pestilence, p.154:

Duration is "Instantaneous."

Steal Youth, p.158:

Duration is "Instantaneous."

Heal Plant, p.161:

Duration is "Instantaneous."

Create Plant, p.163:

Duration is "Instantaneous."

Rejuvenate Plant, p.163:

Duration is "Instantaneous."

Wither Plant, p.163:

Duration is "Instantaneous."

Rebuild, p.177 :

Duration is “Instantaneous.”

Extinguish Radiation, p.181:

Duration is “Instantaneous.”

Destroy Water, p.185:

Duration is “Instantaneous.”

Icy Weapon, p.185:

Damage added is burning (no fires).

Icy Missiles, p.186

Damage added is burning (no fires).

Melt Ice, p.186

Duration is “Instantaneous. The water refreezes in ten minutes if area is below freezing.”

Dehydrate, p.188:

Duration is “Instantaneous.”

Damage type is toxic.

Dry Spring, p.188:

Duration is “Instantaneous.”

Frostbite, p.189:

Duration is “Instantaneous.”

Damage type is burning (no fires).

Boil Water, p.189:

Duration is “Instantaneous.”

Condense Steam, p.189:

Duration is “Instantaneous.”

Create Spring, p.190:

Duration is “Instantaneous.”

Flesh to Ice, p.190:

Duration is “Instantaneous.”

Geyser, p.190-191:

Damage type is burning (no fires).

Rain of Acid, p.191:

Damage type is corrosion.

Steam Jet, p.191:

Damage type is burning (no fires).

Acid Ball, p.191:

Damage type is corrosion.

Acid Jet, p.192:

Damage type is corrosion.

Icy Breath, p.192:

Damage type is burning (no fires).

Breathe Steam, p.192:

Damage type is burning (no fires).

Spit Acid, p.192:

Damage type is corrosion.

Wall of Lightning, p.197:

Damage has the surge modifier.

Ball of Lightning, p.197:

Damage has the surge modifier.

Lightning Stare, p.198:

Damage has the surge modifier.

Lightning Armor, p.198:

Damage has the surge modifier.

Lightning Weapon, p.198:

Damage added is burning.

Lightning Missiles, p.198:

Damage added is burning.

Economics and Standard Magic Spells

Many spells in GURPS Magic have potentially serious effects on economies (especially pseudo-medieval economies) because they radically ease the production of various basic items. These are not “broken” in the sense that they allow the player to easily destroy worlds (like the printed Enlarge Object does), are incompatible with 4e rules, or the like, but

can disrupt a world where they haven’t been taken into account. Some notes on these spells follow.

Beast Summoning, Beast Seeker

Radically simplify hunting, whaling, and fishing efforts, significantly reducing the labor

necessary to acquire animal products. If this is a problem, consider making them (or at least the first) only work if cast with non-hostile intent.

Hair Growth

The always-on item allows a single wool-bearing animal to replace *one million* others, radically changing the textile industry. The spell alone can wreak smaller changes. If this is a problem, consider having the hair grown immediately disappear when cut.

Earth to Stone

Turning adobe (or other items of earth) into stone is relatively safe in most cases. Turning blocks of stone into metal radically increases the availability of metals in pre-industrial settings. Turning stone into exceptionally useful and rare metals like platinum-group metals can radically alter even industrialized worlds. Always-on wands (made with Power) greatly increase these effects.

There are a number of possibilities to mitigate these changes. Don't allow two-step transformations (one casting to make stone, a second to turn the stone to metal). Restrict the spell to a 24-hour duration at TLs below 6 (or mid-5). Restrict the metals created to solid forms of the seven classical metals (gold, silver, copper, lead, tin, iron, and mercury) and alloys composed entirely of those metals. Treat passing magically-created metals as the real thing as counterfeiting, and note that people dealing with gold can usually afford to test if it's magical (and the same with lots of silver).

Golem

This spell is potentially hazardous if you allow sweeping changes to the basic golem's template. For example, quadriplegic ST 1 DX 1 IQ 18 golems with 4 levels of Mathematical Ability and 20 points in Mathematics will

radically change most worlds that don't have computers with AI.

Tell Time, Know Location

Tell Time will radically simplify finding longitude, and thus improve navigation at sea at TL 5 and below—unless it's limited to giving local time, not time relative to a fixed clock. Know Location will do this even better.

Copy

Prior to the invention of the printing press, this spell will radically increase the availability of books.

Purify Earth, Heal Plant, Bless Plants, Plant Growth, Blossom, Rain

These spells can save crops and/or significantly increase the crop yields, reducing the area of farms and number of farmers necessary to support a society.

Atmosphere Dome

Depending on how quickly you let it work, it can be used to cheaply accumulate large amounts of specific gasses. Since pressure is at the caster's choice, this can be at very high compression. Impose limits if you don't want characters accumulating a dome of pure methane at thousands of psi from the 1.79 ppm in Earth's atmosphere.

Rebuild

Players will try things like multiplying rare metals (cut a small piece off, melt the object, Rebuild from the piece, repeat), or duplicating an expensive item (break it into pieces, Rebuild each one). Requiring expensive material components for the spell, scaled to the value of the item to be recreated, can limit or stop these tricks.

Extended Size and Speed/Range Table

Speed/Range	Size	Linear Measurements		Regular Spell Cost Multiplier
0	0	2 yd		×1
-1	+1	3 yd		×1.5
-2	+2	5 yd		×2
-3	+3	7 yd		×3
-4	+4	10 yd		×5
-5	+5	15 yd		×7
-6	+6	20 yd		×10
-7	+7	30 yd		×15
-8	+8	50 yd		×25
-9	+9	70 yd		×35
-10	+10	100 yd		×50
-11	+11	150 yd		×75
-12	+12	200 yd		×100
-13	+13	300 yd		×150
-14	+14	500 yd		×250
-15	+15	700 yd		×350
-16	+16	1,000 yd		×500
-17	+17	1,500 yd		×750
-18	+18	2,000 yd	1 mile	×1,000
-19	+19	3,000 yd	1.5 miles	×1,500
-20	+20	5,000 yd	2.5 miles	×2,500
-21	+21	7,000 yd	3.5 miles	×3,500
-22	+22	10,000 yd	5 miles	×5,000
-23	+23	15,000 yd	7.5 miles	×7,500
-24	+24	20,000 yd	10 miles	×10,000
-25	+25	30,000 yd	15 miles	×15,000
-26	+26	50,000 yd	25 miles	×25,000
-27	+27	70,000 yd	35 miles	×35,000
-28	+28	100,000 yd	50 miles	×50,000
-29	+29	150,000 yd	75 miles	×75,000
-30	+30	200,000 yd	100 miles	×100,000
-31	+31	300,000 yd	150 miles	×150,000
-32	+32	500,000 yd	250 miles	×250,000
-33	+33	700,000 yd	350 miles	×350,000
-34	+34	1,000,000 yd	500 miles	×500,000
-35	+35	1,500,000 yd	700 miles	×750,000
-36	+36	2,000,000 yd	1,000 miles	×1,000,000
-37	+37	3,000,000 yd	1,500 miles	×1,500,000
-38	+38	5,000,000 yd	2,000 miles	×2,500,000
-39	+39	7,000,000 yd	3,000 miles	×3,500,000
-40	+40	10,000,000 yd	5,000 miles	×5,000,000
-41	+41	15,000,000 yd	7,000 miles	×7,500,000
-42	+42	20,000,000 yd	10,000 miles	×10,000,000
-43	+43	30,000,000 yd	15,000 miles	×15,000,000
-44	+44	50,000,000 yd	20,000 miles	×25,000,000
-45	+45	70,000,000 yd	30,000 miles	×35,000,000
-46	+46	100,000,000 yd	50,000 miles	×50,000,000
-47	+47	150,000,000 yd	70,000 miles	×75,000,000
-48	+48	200,000,000 yd	100,000 miles	×100,000,000
-49	+49	300,000,000 yd	150,000 miles	×150,000,000
-50	+50	500,000,000 yd	200,000 miles	×250,000,000
-51	+51	700,000,000 yd	300,000 miles	×350,000,000
-52	+52	1,000,000,000 yd	500,000 miles	×500,000,000
-53	+53	1,500,000,000 yd	700,000 miles	×750,000,000
-54	+54	2,000,000,000 yd	1,000,000 miles	×1,000,000,000
-55	+55	3,000,000,000 yd	1,500,000 miles	×1,500,000,000
-56	+56	5,000,000,000 yd	2,000,000 miles	×2,500,000,000
-57	+57	7,000,000,000 yd	3,000,000 miles	×3,500,000,000
-58	+58	10,000,000,000 yd	5,000,000 miles	×5,000,000,000
-59	+59	15,000,000,000 yd	7,000,000 miles	×7,500,000,000
-60	+60	20,000,000,000 yd	10,000,000 miles	×10,000,000,000
-61	+61	30,000,000,000 yd	15,000,000 miles	×15,000,000,000
-62	+62	50,000,000,000 yd	20,000,000 miles	×25,000,000,000
-63	+63	70,000,000,000 yd	30,000,000 miles	×35,000,000,000
-64	+64	100,000,000,000 yd	50,000,000 miles	×50,000,000,000
-65	+65	150,000,000,000 yd	70,000,000 miles	×75,000,000,000