

The Renegade Mage's Unofficial GURPS Magic Spell Errata

Created by Steven E. Ehrbar. Version 1.3.0, last revision July 7th, 2023

General Revision on Size

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."

Tickle, p.36:

As the concentration is a cost, the spell ends immediately if you cease to concentrate. Fatigue loss to the seizure is 1 FP per full minute suffered.

Thirst, p.38:

This is also a Water spell.

Wither Limb, p.40-41:

Duration is "Instantaneous."

Deathtouch, p.41:

Damage type is toxic (affects undead).

Enlarge, p.42:

Cost is 10 × the Regular Spell Cost Multiplier of the new size. (Do not multiply for original size.)

Enlarge Other, p.43:

Cost is 10 × the Regular Spell Cost Multiplier of the new size. (Do not multiply for original size.)

Exchange Bodies, p.49:

Duration is "Instantaneous."

Earth to Water, p.52:

Duration is "Instantaneous."

Purify Earth, p.54:

Duration is "Instantaneous."

Accuracy, p.65:

"Makes the weapon more likely to hit by adding to the user's effective skill when attacking with it."

Deflect, p.67:

GURPS 4th Edition generally deprecated universal Defense Bonuses. To reflect this change, 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.

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 also a Water spell.

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."

Sunbolt, p.114:
Damage is "tight-beam burning" and has
an armor divisor of (2). Damage to eyes

is not doubled, but any crippling is
permanent instead of temporary.

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 $10 \times$ the Regular Spell Cost
Multiplier of the new size. (Do not
multiply for original size.)

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 incendiary).

Icy Missiles, p.186
Damage added is burning (no incendiary).

Melt Ice, p.186
Duration is "Instantaneous. The water refreezes in ten minutes if area is below freezing."

Water Jet, p.187
Damage type is knockback (generally) or crushing (fire beings or flying swarms).

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 incendiary).

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 incendiary).

Rain of Acid, p.191:
Damage type is corrosion.

Steam Jet, p.191:
Damage type is burning (no incendiary).

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 incendiary).

Breathe Steam, p.192:
Damage type is burning (no incendiary).

Spit Acid, p.192:
Damage type is corrosion.

Shocking Touch, p.196:
Damage is 1d-1 1 burning damage per point of energy.

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.

Area Spells and Height

4th edition *GURPS Magic* declared that the height of Area spells was always 4 yards except when a spell's text said otherwise. Unfortunately, it then didn't add any text to many spell descriptions to bring over their 3rd edition heights. Here's rules, based on 3rd edition *GURPS Magic*, to make the spells work as originally designed.

- 1) If an Area spell's description specifies the height of the effect, that's the height.
- 2) If an Area spell has "Dome" in the name, it creates a sphere of which half is anchored in the ground. The height of the dome, in its center, from the ground, equals the spell's radius.
- 3) The Air College spell Windstorm and the Weather College spells Clouds, Wind, Rain, Hail, Storm, and Spark Storm create weather phenomena of "normal" height, rather than having rain (for example) suddenly start four yards above the ground.
- 4) If none of those apply, the height of the effect is 4 yards. Extra height for these spells can be purchased by paying additional multiples of the cost ($\times 2$ for greater than 4 yards up to 8, $\times 3$ for greater than 8 yards up to 12, et cetera).

Matters of Immunity

GURPS 4th Edition generally replaced abilities that gave full immunity to damage with lots of DR, but spells that granted immunity to damage were not altered. If you wish to reflect that change in spells, we advise that Resist Acid (p. 191), Resist Cold (p.74), Resist Fire (p.74), Resist Lightning (p.196), and Resist Sound (p.173) be revised as follows:

Cost: Use the Size column on the Speed/Range Table; for that many energy points, gain DR equal to the number of yards in the linear measurement column, half to maintain. For example, DR 5 costs 2, 1 to maintain; DR 20 costs 6, 3 to maintain; DR 500 costs 14, 7 to maintain; DR 1,000,000 costs 34, 17 to maintain; and DR 100,000,000,000 costs 64, 32 to maintain.

Fireball and Explosive Fireball

Previous versions of this document changed their damage types to "crushing (incendiary)" based on the GURPS FAQ 4.3.1, which describes a Fireball as a physical impactor. That change has been removed for consistency with other Fire College spells rather than the FAQ entry.

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 4th edition rules, or the like, but can disrupt a world where they haven't been taken into account. Some notes on some of these spells follow.

Earth to Air, Shape Earth

These spells can radically reduce the effort to mine resources.

Seek Air, Seek Earth, Earth Vision, Seek Food, Seek Plant, Seek Fuel, Seek Water

Radically reduce the effort to find various resources.

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 usually safe, but turning blocks of stone into metal makes metal far more available in pre-industrial settings. Turning stone into very useful and rare metals like platinum-group metals can radically alter even industrialized

worlds. Wands with the Power enchantment 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. Restrict the metals created; one scheme might be solid forms of the seven classical metals (gold, silver, copper, lead, tin, iron, and mercury) and alloys composed entirely of those metals; another, used in *GURPS Technomancer*, was to have the spell always produce nickel-iron (the most common form of metal in the solar system). 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.

Even without radical changes, golem labor can undercut human labor. A golem with Professional Skill: Weaver-13 is well on the way to being the equivalent of automated loom, while one with Sewing-14 will result in unemployment for sweatshop workers.

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 crop yields, reducing the area of farms and the 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 gases. 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 Modifier Table

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

* To calculate the energy cost to cast Teleport, subtract the given skill modifier from 3 (so, add the absolute value to 3).