

**GURPS**<sup>®</sup>

Fourth Edition

# SORCERY

## SOUND SPELLS<sup>™</sup>



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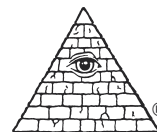
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*I sat staring, staring,  
staring – half lost, learning  
a new language or rather the  
same language in a different  
dialect. So still were the big  
woods where I sat, sound  
might not yet have been born.*

*– Emily Carr*

## ABOUT GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

Being a sorcerer can be more than flinging balls of fire, smiting foes with lightning, placing protective wards, or taking over the minds of others. This supplement helps sorcerers add the “element” of sound to their magical options. Often overlooked, sound is very versatile. Sound spells let the sorcerer communicate over great distances, stun or harm enemies, work as a peerless scribe or performer, create auditory diversions, counter hostile spellcasting, use hearing in place of sight, or become utterly silent. Interacting with not only what is seen but also what is heard can add an extra layer of immersion to an adventure as the players and GM work to imagine the soundscape of the game, and how it may be manipulated by the sorcerer and by more mundane trickery.

**GURPS Sorcery: Sound Spells** is a grimoire of various magical abilities that a creative sorcerer can use as a versatile and subtle toolbox to accomplish whatever goals they set their eyes – and ears – on.

## RECOMMENDED BOOKS

Both the **GURPS Basic Set** and **GURPS Thaumatology: Sorcery** are required to use this supplement as intended, though non-sorcerers may find these spells useful in other ways (see *Beyond Sorcery*, below). Other books – including **GURPS Powers**, **GURPS Thaumatology**, and the **GURPS Power-Ups** series – can be useful in understanding the details behind each spell’s statistics, but none of those are required. Each spell’s description includes all of the information you need to use it. For those who want to create their own spells, **GURPS Powers**, **GURPS Powers: Enhanced Senses**, and some devices and weapons from **GURPS Ultra-Tech** may be useful as sources of inspiration.

## BEYOND SORCERY

Despite being designed for the sorcery magic system, these spells can be adapted to any **GURPS** power with a few adjustments. Converting these spells to a new power requires you to replace the power modifier (PM), add or remove modifiers to make the ability use the special rules of the target

power, and recalculate the cost. The Sorcery PM is -15% – a combination of the standard Magical PM (-10%) and Costs Fatigue, 1 FP (-5%).

*Examples:* To convert Converse to a psychokinetic ability to use with **GURPS Psionic Powers**, replace Sorcery, -15% with Psychokinesis, -10%. This changes the full cost from 27 points to 29 points. To convert it to a learned prayer to use with **GURPS Powers: Divine Favor**, replace Sorcery, -15% with Divine, -10% and add Cosmic, No die roll required, +100% to both of the spell’s constituent advantages, so that the ability does not require spending FP and making a roll to use.

## PUBLICATION HISTORY

Spells in this supplement were inspired by those from **GURPS Magic**, **GURPS Magic: Artillery Spells**, **GURPS Magic: Death Spells**, and **GURPS Magical Styles: Dungeon Magic**, but are original works. Some of the spells appeared first in **GURPS Thaumatology: Sorcery** and **GURPS Sorcery: Protection and Warning Spells**. Any spell that belongs to more than one college may appear in multiple **GURPS Sorcery** supplements, for convenience.

## ABOUT THE AUTHORS

Aleksei Isachenko, who has never written any books before, works as an engineer at an aircraft plant, occasionally switching his focus to scientific research. Since the release of **GURPS Thaumatology: Sorcery**, sorcery became his favorite magic system to the extent of becoming the only system he uses in his games (with some alterations, of course). He wishes to thank his gaming group for support in this foray into writing.

Garrett Norman is a freelance GM who likes roleplaying games and donating plasma, and makes a living from those instead of his degree in English. He is far from a **GURPS** guru, but hopes he meaningfully assisted his buddy in the writing parts of the article anyway. As a part-timer in the gaming group Aleksei thanks, thank *you* for running such great games!

*The human voice: It’s the instrument we all play. It’s the most powerful sound in the world, probably. It’s the only one that can start a war or say “I love you.” And yet many people have the experience that when they speak, people don’t listen to them.*

*– Julian Treasure*

## Wall of Silence

*Keywords:* Area (Leveled).

*Full Cost:* 68 points for level 1 + 10 points/additional level.

*Casting Roll:* None. Use Innate Attack (Gaze) to aim.

*Range:* 100 yards.

*Duration:* 30 seconds.

The spell encircles an area with a four-yard-tall wall of quiet that blocks all forms of hearing (including Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense). Nothing that happens in this area can be heard outside and vice versa. Effects that depend on sound transmission, such as Disrupt and Sound Jet, cannot penetrate Wall of Silence.

*Statistics:* Obscure 10 (Hearing; Extended, Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense, +80%; Extended Duration, 3x, +20%; Only around the border of the area, -0%; Ranged, +50%; Sorcery, -15%; Stealthy, +100%; Variable, Area, +5%) [68]. Further levels add Area Effect (+50%) [+10].

## Withering Wail

*Keywords:* Area (Leveled).

*Full Cost:* 38 points for level 1 + 5 points/additional level.

*Casting Roll:* None.

*Range:* Self.

*Duration:* Instantaneous.

The sorcerer emits a horrible screech that disrupts living flesh in an area around the caster. The spell inflicts 2d non-incendiary burning damage that ignores DR.

Victims need not hear the howl, however; Deafness, Protected Hearing, mundane countermeasures, and so on afford no protection. Silence (pp. 9-10) or Wall of Silence (above) stops Withering Wail.

*Statistics:* Burning Attack 2d (Accessibility, Only affects living flesh, -10%; Area Effect, 2 yards, +50%; Cosmic, Irresistible Attack, +300%; Emanation, -20%; Environmental, Sound-transmitting mediums, -10%; No Incendiary Effect, -10%; Requires being able to screech, -10%; Sorcery, -15%) [38]. Additional levels add more Area Effect (+50%) [+5]. *Notes:* Specifics of this spell restrict the sorcerer's options when using *Alternative Rituals (Sorcery, p. 7)*. This spell originally appeared in *GURPS Magic: Artillery Spells, p. 25*.

## Wizard Ear

*Keywords:* None.

*Full Cost:* 50 points.

*Casting Roll:* IQ. Special casting time (see below).

*Range:* 20 yards.

*Duration:* Indefinite.

After concentrating for one minute, the sorcerer creates a floating replica of an ear that they can hear through. If the caster cannot see the casting point, but can specify direction and distance to it, the casting roll is at -5. On failure by 1, the spell creates the Wizard Ear in another valid location of the GM's choosing.

The sorcerer may concentrate for one second and make another casting roll to move the Wizard Ear to a different point within range or dismiss it. This is not considered a separate casting and does not cost FP. While inside a moving

object, the Wizard Ear will move with that object with no special concentration on the user's part.

In combat, the sorcerer specifies whether they're giving priority to natural hearing or the Wizard Ear at the start of each turn. All tasks that depend on the deprioritized hearing source are at -4. Voluntarily moving the Wizard Ear automatically gives it priority.

For the purpose of range-dependent abilities (e.g., spells cast on or by the user), calculate all ranges from their body, not the Wizard Ear.

Wizard Ear can be attacked and destroyed. Treat it as an SM -7 object with no DR (regardless of the user's natural DR) and HP equal to the caster's HP/4. Should the ear be destroyed, the sorcerer loses the ability to cast this spell for five minutes.

*Statistics:* Clairsentience (Aware, +50%; Breakable, DR 0, SM -7, -25%; Clairaudience, -30%; Fixed Range, -5%; Increased Range, 2x, +10%; No Strain, +25%; Sorcery, -15%; Visible, -10%) [50]. *Notes:* The No Strain enhancement was borrowed from Warp.

## Wizard Mouth

*Keywords:* None.

*Full Cost:* 51 points.

*Casting Roll:* None.

*Range:* Touch.

*Duration:* Indefinite.

*I go where  
the sound of  
thunder is.*

– Alfred M. Gray

The sorcerer creates a floating replica of a mouth and lips, through which the user can speak and taste. The Wizard Mouth appears within reach, floating in the air. It can be guided through the air with a Move of 10 via a Concentrate maneuver. However, the Wizard Mouth possesses no navigational senses, so the caster must rely on their own vision and, perhaps, memory.

Wizard Mouth can be used to remotely taste things and to talk, but not to cast spells. It cannot manipulate objects or bite. For the purpose of range-dependent abilities (e.g., spells cast on or by the user), calculate all ranges from the caster's body, not the Wizard Mouth.

Wizard Mouth can be attacked and destroyed. Treat it as an SM -6 object with no DR (regardless of the user's natural DR) and HP 1. Should the mouth be destroyed, the sorcerer loses the ability to cast this spell for five minutes.

This is also a Food spell and a Knowledge spell.

*Statistics:* Extra Mouth 1 (Accessibility, Only for tasting and mundane speech, -50%; Breakable, DR 0, SM -6, -30%; Cosmic, Conjured, +50%; Cosmic, Mobile, +50%; Link, +10%; Mobile 10, +400%; Sorcery, -15%) [27] + Injury Tolerance (Independent Body Parts; Accessibility, Only Extra Mouth, -80%; Cosmic, Voluntary, +50%; Link, +10%; Magical, -10%) [26]. *Notes:* Cosmic, Conjured, +50% represents the Wizard Mouth being a conjured construct, not an actual body part that can be crippled. Cosmic, Mobile, +50% allows applying the Mobile enhancement to Extra Mouth; since the Wizard Mouth lacks the ability to bite, manipulate objects, or cast spells, this addition is unlikely to cause balance problems. Cosmic, Voluntary means that you choose when to create the extra mouth; it is not always on and it does not rely on a dismembering attack to function.

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