

GURPS®

Fourth Edition

SORCERY

SOUND SPELLS™



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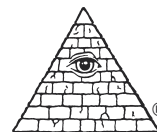
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*I sat staring, staring,
staring – half lost, learning
a new language or rather the
same language in a different
dialect. So still were the big
woods where I sat, sound
might not yet have been born.*

– Emily Carr

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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

SOUND SPELLS

These spells follow the format described on p. 12 of *GURPS Thaumatology: Sorcery*. While they are not direct conversions from *GURPS Magic* and other books, they preserve the general concept of the spell and adapt it to sorcery. Several spells *require* the caster to speak, screech, or emit other sounds, restricting the caster's options when using *Alternative Rituals* from *Sorcery*.

All spells are based on the versions in *GURPS Magic* unless otherwise specified.

Alter Voice

Keywords: Buff.

Full Cost: 56 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim and IQ for imitating a *specific* voice.

Range: 100 yards.

Duration: 30 minutes.

This spell alters the subject's voice as the caster wills. The caster may apply the following voice-related traits in any valid combination: Disturbing Voice (p. B132), Loud Voice (*GURPS Power-Ups 6: Quirks*, p. 16), Penetrating Voice (p. B101), Stuttering (p. B157), and Voice (p. B97). Advantages granted by this spell have the Magical limitation. Optionally, the sorcerer may *remove* any one of these traits for the duration of the spell. Unwilling subjects can resist normally.

In addition to these applications, the caster can change the subject's voice to imitate one specific being by also making an uncontested IQ roll. This uses the rules for Imitate Voice (p. 7). Any supernatural qualities that the voice might have are not bestowed. Apply -2 to the casting roll when mimicking a voice the caster has heard recently, or -3 or worse if the sorcerer has not heard that voice in a long while. If the caster listens for at least 10 seconds to the voice they wish to imitate before casting, they make the roll with no penalty. Recall bonuses from Eidetic or Photographic Memory (p. B51) are applied to the casting roll. The caster cannot grant a voice to a mute subject.

This is also a Body Control spell.

Statistics: Affliction 1 (HT; Advantage, Altered Voice, +140%; Disadvantage, Altered Voice, +21%; Extended Duration, 10×, +40%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; Negated Advantage, Altered Voice, +14%; Negated Disadvantage, Altered Voice, +210%; No Signature, +20%; Selectivity, +10%; Sorcery, -15%) [56]. **Notes:** "Advantage, Altered Voice" is Mimicry (Accessibility, One specific voice decided at the time of casting, -40%; Accessibility, Only voices, -10%; Magical, -10%; Nuisance Effect, Memory penalties, -10%) [3], Penetrating Voice [1], and Voice [10]. "Disadvantage, Altered Voice" is Disturbing Voice [-10], Loud Voice [-1], and Stuttering [-10]. In combination with Selectivity and the Negated Advantage and Negated Disadvantage

enhancements, this allows the caster to add or remove any of these traits in any legal combination.

Concussion

Keywords: Area (Fixed), Missile, Obvious.

Full Cost: 46 points for level 1 + 7 points/additional level.

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

Range: 100 yards.

Duration: Instantaneous.

The sorcerer conjures a ball of pressurized air in their hand and launches it at a single target. Once the orb strikes a target, it detonates, dealing 1d crushing damage per level of this spell. See *Explosions* (p. B414) for a full treatment of explosive damage. The projectile can be blocked, but not parried; victims may attempt *Diving for Cover* (p. B377) normally.

The concussive shock wave is loud and disorienting; anyone within eight yards must roll against HT or be stunned. Stunned targets may roll against HT every second to recover. Protected Hearing gives +5 to this roll. Unlike many other Sound spells, Concussion does not require a sound-transmitting medium as it generates air instead of using the environment.

This is also an Air spell.

Statistics: Affliction 1 (HT; Area Effect, 8 yards, +150%; Blockable, -5%; Hearing-Based, +150%; Link, +10%; Nuisance Effect, Loud, -5%; Sorcery, -15%) [39] + Crushing Attack 1d (Blockable, -5%; Explosion 1, +50%; Link, +10%; Magical, -10%; Nuisance Effect, Loud, -5%) [7]. Further levels increase Crushing Attack [7/level].

Converse

Keywords: None.

Full Cost: 27 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Indefinite.

This spell allows the sorcerer and their subject to speak quietly without fear of eavesdroppers, even in noisy environments. Each will hear the words of the other clearly, regardless of the surrounding din, as long as they maintain eye contact. Other beings trying to listen in will hear only a meaningless murmuring. Those with Lip Reading (p. B205) can use that skill to decipher the subject's conversation with a successful roll, if they are within range, as both subjects must still *vocalize* the words despite others not being able to understand them.

The casting roll takes the range penalties given under *Long-Distance Modifiers* (p. B241). Once the spell is cast, no further concentration is required, but if eye contact is broken, the effects end.

Statistics: Mind Reading (Accessibility, Only vocalized words, -20%; Hearing-Based, -20%; Link, +10%; Long-Range 1, +50%; Magical, -10%; Telecommunication, -20%; Vision-Based, -20%) [21] + Telesend (Accessibility, Only vocalized words, -20%; Hearing-Based, -20%; Link, +10%; Nuisance Effect, Cannot maintain multiple contacts, -10%; Nuisance Effect, Detectable as a buzz, -5%; Sorcery, -15%; Vision-Based, -20%) [6].

Delayed Message

Keywords: Area (Special).

Full Cost: 38 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Permanent until triggered.

The sorcerer leaves a spoken message, up to about a minute long, which is delivered when the intended subject enters the area. The caster may specify either a named individual or a class of individuals (e.g., “priests of O’m”); in the latter case, the subject is the first such person to enter the area. At that point, the subject (only!) hears the message once. The spell then ends.

The size of the area where the message will be triggered is determined when the spell is cast. First, roll against IQ (plus Talent) to cast the spell, applying range penalties if the area is distant. If successful, look up the margin of success in the “Size” column of the *Size and Speed/Range Table* (p. B550); the corresponding linear measurement is the maximum radius of the area. The caster may always choose a smaller area.

Once cast, this spell “hangs around” indefinitely, but does not require maintenance; the sorcerer can walk away and forget about it. It is still vulnerable to Dispel Magic (*Sorcery*, p. 21), can be spotted via Detect Magic (*Sorcery*, p. 19), and so on.

Statistics: Telesend (Broadcast, Limited, +0%; Delay, Triggered, Subject entering area, +50%; Short-Range 1, -10%; Sorcery, -15%) [38].

Disrupt

Keywords: Jet, Obvious.

Full Cost: 18 points/level.

Casting Roll: None. Use Innate Attack (Beam) to hit.

Range: 10 yards.

Duration: One second.

A 10-yard jet of sonic vibrations erupts from the caster’s hand. It can be dodged or blocked, but not parried. Treat this as a long melee weapon rather than a ranged attack, and do not apply range or speed penalties. This spell works identically in air and underwater, but cannot penetrate Wall of Silence (p. 12) and is blocked by Silence (pp. 9-10).

Vibrations structurally disrupt everything the jet hits, dealing 1d corrosion damage per level of this spell.

The jet lasts until the beginning of the sorcerer’s next turn, allowing the user to parry incoming attacks with it. If a parry is successful, the jet automatically damages the incoming weapon or limb, much like a force sword. Though

this spell cannot be maintained, if cast every turn, the vibrations are not interrupted and the caster may continue to attack with it normally.

Statistics: Corrosion Attack (Destructive Parry, +10%; Environmental, Sound-transmitting mediums, -10%; Increased 1/2D, 2x, +5%; Increased Range, 10x (Accessibility, Underwater only, -50%), +15%; Jet, +0%; Melee-Capable, Reach 1, +15%; Reflexive, +40%; Sorcery, -15%; Underwater, +20%) [18/level]. *Notes:* Melee-Capable and Reflexive allow a jet to parry in this particular combination despite a jet normally being unable to do so. This spell originally appeared in *GURPS Magical Styles: Dungeon Magic*, p. 23.



Echoes of the Past

Keywords: Information.

Full Cost: 41 points.

Casting Roll: IQ.

Range: Touch.

Duration: Indefinite.

When cast on a wall, floor, or inanimate object, this spell “plays back” whatever sounds it may have “heard” in the past.

The casting roll is at no penalty for an event that occurred the same day, -1 for one that occurred up to 10 days ago, -2 if up to 100 days ago, -3 if up to three years ago, -4 if up to 30 years ago, -5 if up to 300 years ago, and so on. On a failure, the sorcerer receives no playback at all, and cannot attempt to cast Echoes of the Past on that object or place again for 24 hours.

This is also a Knowledge spell.

Statistics: Psychometry (Accessibility, Sound Only, -30%; Active Only, -20%; Affects Others, +50%; Immersive, +100%; Nuisance Effect, Audible, -10%; Sensitive, +30%; Sorcery, -15%) [41]. *Notes:* Nuisance Effect, Audible, -10% is priced the same as Visible, -10%. Affects Others makes it so others can hear the playback of the spell. This affects any number of nearby subjects without requiring the usual multiple levels of that trait. This is a fair trade-off since this ability is so limited. The spell lacks Environmental, Sound-transmitting mediums, -10% because if there is no sound-transmitting medium, then it is unlikely that the subject has “heard” anything, making the limitation pointless.

Far-Hearing

Keywords: None.

Full Cost: 16 points for level 1 + 7.5 points/additional level*.

Casting Roll: None.

Range: Self.

Duration: Indefinite.

The sorcerer can clearly hear any conversation (or any other sound) that they can see the point of origin of with their unaided eyes, receiving no range penalties. In addition, the sorcerer can hear through solid objects totaling no more than 6” of thickness per level of this spell.

This is also a Knowledge spell.

Statistics: Long-Range Hearing 2 (No Penalties; Link, +10%; Magical, -10%; Vision-Based, Reversed, -20%) [8] + Penetrating Hearing 1 (Link, +10%; Sorcery, -15%; Vision-Based, Reversed, -20%) [8]. Additional levels add more levels of Penetrating Hearing [+7.5*]. *Notes:* Penetrating Hearing is a hearing-based variant of Penetrating Vision (p. B74). Long-Range Hearing is made by applying two levels of the Long-Range enhancement (*GURPS Powers*, p. 108) to hearing, per *Normal Senses and Modifiers* (*GURPS Powers: Enhanced Senses*, p. 9).

* Calculate the total cost and then round *down* (because the base ability costs just 15.5 points before rounding). Level 2 costs 23 points, level 3 costs 31 points, level 4 costs 38 points, level 5 costs 46 points, and so on.

Fatal Frequency

Keywords: Resisted (HT).

Full Cost: 33 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous.

This spell creates internal vibrations that attempt to destroy the victim – who must not be insubstantial – from within. A roll to resist failed by less than 5 stuns the target, allowing them to roll again once per second to recover. If the victim fails by 5 or more, or rolls a critical failure, their body is instantly destroyed, shattered, liquefied, or atomized, depending on their original state of matter. This makes resurrection or repair impossible, but leaves equipment unaffected.

Statistics: Affliction 1 (HT; Accessibility, Only on material targets, -10%; Disadvantage, Secondary Fragile (Brittle) and

Secondary Fragile (Enhanced Unnatural), +23%; Malediction 2, +150%; No Signature, +20%; Secondary Heart Attack, +60%; Sorcery, -15%) [33]. *Notes:* Fragile (Enhanced Unnatural) means the subject dies if reduced to 0 HP; therefore, since Heart Attack reduces the target’s HP to 0, the target dies. Fragile (Brittle) results in the target being destroyed. This spell originally appeared in *GURPS Magic: Death Spells*, p. 20.

Garble

Keywords: Resisted (Will).

Full Cost: 28 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Three minutes.

The subject (a living being) becomes unable to make meaningful sounds; everything comes out completely garbled. This may greatly hinder spellcasters who require incantations, troop commanders giving orders, or mid-speech political figures.

Statistics: Affliction 1 (Will; Accessibility, Only on living beings, -10%; Based on Will, +20%; Disadvantage, Cannot Speak, +15%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%) [28].

Great Voice

Keywords: Buff.

Full Cost: 71 points.

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

Range: 100 yards.

Duration: One minute.

The subject can be heard clearly and distinctly by everyone they can see, regardless of distance. The spell user can exclude anyone from the effect if it’s specified before speaking (those within ordinary earshot will hear the person whether the speaker wants it or not, of course). Breaking the line of sight cuts off the voice, but restoring the line of sight restores the effect without the need to cast the spell again.

This spell is widely used by ship captains, military commanders, and public speakers. The sound may become irritatingly loud if the original voice is loud, but it cannot deafen, cause harm, or transfer any voice-based supernatural effects.

Statistics: Affliction 1 (HT; Advantage, Great Voice, +600%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [71]. *Notes:* “Great Voice” is Telesend (Accessibility, Only vocalized words, -20%; Cosmic, No die roll required, +100%; Broadcast, +50%; Hearing-Based, -20%; Magical, -10%; Selective Effect, +20%; Vision-Based, Reversed, -20%) [60].

Hush

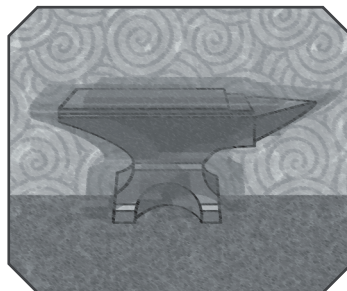
Keywords: Buff.

Full Cost: 60 points.

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

Range: 100 yards.

Duration: One minute.



The subject (an object or living being) becomes unable to produce sounds, including in the subsonic and ultrasonic ranges, either accidentally or on purpose. This makes the subject invisible to geophones, sonar devices, ultrasonic motion detectors, and Vibration Sense (p. B96).

Statistics: Affliction 1 (HT; Advantage, Hush, +490%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [60]. *Notes:* “Hush” is Obscure 10 (Hearing; Defensive, +50%; Extended, Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense, +80%; Magical, -10%; No Area of Effect, -50%; Stealthy, +100%; Temporary Disadvantage, Mute, -25%) [49].

Imitate Voice

Keywords: Buff.

Full Cost: 19 points.

Casting Roll: IQ. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: 30 minutes.

This spell alters the subject’s voice to imitate a single specific being. Any supernatural qualities that the voice might have are not bestowed. Apply -2 to the casting roll when granting any voice the caster has heard recently, or -3 or worse if the caster hasn’t heard that voice in a long while. If the caster listens for at least 10 seconds to the voice they wish to imitate just before casting, they make the roll with no penalty. Recall bonuses from Eidetic or Photographic Memory (p. B51) are applied to the casting roll.

Statistics: Affliction 1 (HT; Advantage, Imitate Voice, +30%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [19]. *Notes:* “Imitate Voice” is Mimicry (Accessibility, One specific voice decided at the time of casting, -40%; Accessibility, Only voices, -10%; Magical, -10%; Nuisance Effect, Memory penalties, -10%) [3].

Improved Concussion

Keywords: Area (Fixed), Missile, Obvious.

Full Cost: 56 points for level 1 + 12 points/additional level.

Casting Roll: None. Use Innate Attack (Projectile) to hit.

Range: 100 yards.

Duration: Instantaneous.

The sorcerer conjures a ball of pressurized air in their hand and launches it at a single target. Once the orb strikes a target, it detonates, dealing 1d crushing damage per level of this spell. Targets a yard or more from the center divide damage by distance in yards. The projectile can be blocked, but not parried; victims may attempt *Diving for Cover* (p. B377) normally.

The concussive shock wave is loud and disorienting; anyone within 16 yards must roll against HT or be stunned. Stunned targets may roll against HT every second to recover. Protected Hearing gives +5 to this roll. Unlike many other Sound spells, Improved Concussion does not require a sound-transmitting medium as it generates air instead of using the environment.

This is also an Air spell.

Statistics: Affliction 1 (HT; Area Effect, 16 yards, +200%; Blockable, -5%; Hearing-Based, +150%; Link, +10%; Nuisance Effect, Loud, -5%; Sorcery, -15%) [44] + Crushing Attack 1d (Blockable, -5%; Explosion 3, +150%; Link, +10%; Magical, -10%; Nuisance Effect, Loud, -5%) [12]. Further levels increase Crushing Attack [12/level]. *Notes:* This spell originally appeared in *GURPS Magic: Artillery Spells*, p. 25.

Invisible Wizard Ear

Keywords: None.

Full Cost: 53 points.

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

Range: 20 yards.

Duration: Indefinite.

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

The sorcerer may concentrate for one second and make another casting roll to either move the Invisible 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 Invisible 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 Invisible Wizard Ear at the start of each turn. All tasks that depend on the deprioritized hearing source are at -4. Voluntarily moving the Invisible 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 the caster’s body, not the Invisible Wizard Ear.

Invisible Wizard Ear can be attacked and destroyed. Seeing it requires the See Invisible spell or advantage (p. B83). It can be attacked blindly, if the attacker knows its exact position, but the penalties from the small size and invisibility make it very unlikely to be successfully struck. Treat it as an SM -7 object with no DR (regardless of the caster’s natural DR) and HP equal to the sorcerer’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%; Nuisance Effect, Can be spotted with See Invisible, -5%; Sorcery, -15%) [53]. *Notes:* The No Strain enhancement was borrowed from Warp.

Keen Hearing

Keywords: Buff.

Full Cost: 18 points for level 1 + 2 points/additional level*.

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

Range: 100 yards.

Duration: 30 minutes.

The subject gains a bonus to Hearing (p. B358) equal to the level of this spell (maximum 4*).

This is also a Mind Control spell.

Statistics: Affliction 1 (HT; Advantage, Keen Hearing 1, +20%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [18]. Additional levels add further Keen Hearing to the Advantage enhancement (+20%) [+2*]. *Notes:* Each level of “Keen Hearing” is Acute Hearing 1 (Magical, -10%) [2].

* The maximum of 4 was chosen for convenience. If the GM wishes to remove the limit, they should keep in mind that the actual cost of each additional level of the spell is 1.8 points. That will affect the full cost for levels past 4.

Words cannot express quite a lot of feelings, whereas a noise or tone or drone or sound, an accordion falling down a staircase, can somehow capture an emotion much better.

– John Lydon

Mage-Stealth

Keywords: Buff.

Full Cost: 65 points.

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

Range: 100 yards.

Duration: One minute.

The subject becomes unable to produce sounds (including in the subsonic and ultrasonic ranges) accidentally or on purpose, with the exception of speech, allowing for sorcerous incantations and talking. This makes the subject invisible to geophones, sonar devices, ultrasonic motion detectors, and Vibration Sense (p. B96).

Statistics: Affliction 1 (HT; Advantage, Mage-Stealth, +540%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [65]. *Notes:* “Mage-Stealth” is Obscure 10 (Hearing; Defensive, +50%; Extended, Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense, +80%; Magical, -10%; No Area of Effect, -50%; Stealthy, +100%) [54].

Mass Resist Sound

Keywords: Area (Leveled), Buff.

Full Cost: 77 points for level 1 + 5 points/additional level (or more).

Casting Roll: Will. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: 30 minutes.

Cast upon an area, this spell selectively protects all creatures of the sorcerer’s choice from sound. Every protected subject becomes virtually immune to sonic attacks. The beneficiaries and all their gear have DR 10 against sonic effects, including Missile and jet spells and spells that bypass normal DR to cause direct, internal damage. Resistible sonic effects other than damage (e.g., an ultra-tech nauseator) simply fail, as though the subject had successfully resisted.

In addition, those shielded enjoy the benefits of Protected Hearing (p. B78). If a particular subject possesses DR with no Tough Skin limitation, the sorcerer’s casting roll is penalized by their DR as well as the normal range penalties. Calculate effective DR for this penalty according to the rules for *Large-Area Injury* (p. B400).

By default, the spell grants DR 10. More potent versions of this spell are available, as shown on the table.

DR	Full Cost
10	77 points for level 1 + 5 points/additional level
20	117 points for level 1 + 5 points/additional level
30	157 points for level 1 + 5 points/additional level

This is also a Protection and Warning spell.

Statistics: Affliction 1 (HT; Advantage, Mass Resist Sound, +540%; Area Effect, 2 yards, +50%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Selective Area, +20%; Sorcery, -15%) [77]. Additional levels add Area Effect (+50%) [+5]. *Notes:* “Mass Resist Sound” is Damage Resistance 10 (Force Field, +20%; Limited, Sound, -40%; Magical, -10%) [35] + Immunity to Noxious Sonic Effects (Magical, -10%) [9] + Internal Damage Resistance 10 (Limited, Sound, -40%; Magical, -10%) [5] + Protected Hearing (Magical, -10%) [5]. Variants increase both DRs by 10 [+40]. As a special effect, the DR subtracts from the casting roll rather than forcing a resistance roll. See *GURPS Sorcery: Protection and Warning Spells*, p. 11, for an explanation of internal defenses. This spell originally appeared in *GURPS Magical Styles: Dungeon Magic*, p. 13.

Message

Keywords: None.

Full Cost: 17 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Instantaneous.

The caster can speak a message, up to one minute long, and send it over a long distance. The subject receives the message if they can hear. Range is theoretically unlimited, but the IQ roll to cast this spell takes the range penalties given under *Long-Distance Modifiers* (p. B241). If the sorcerer cannot see or otherwise sense the subject, the user has an additional penalty: -1 for family, lovers, or close friends; -3 for casual friends and acquaintances; or -5 for someone met only briefly.

This is also a Communication and Empathy spell.

Statistics: Telesend (Hearing-Based, -20%; Nuisance Effect, Must speak the message, -10%; Sorcery, -15%) [17].

Musical Scribe

Keywords: None.

Full Cost: 3 points.

Casting Roll: None.

Range: 10 yards.

Duration: Indefinite.

The sorcerer animates a writing instrument, which copies down in musical notation any tune that is played or sung in its presence.

Statistics: Telekinesis 1 (Accessibility, Requires a writing implement, -10%; Accessibility, Requires music to be transcribed, -10%; Independent, +40%; One Task, Transcribing music, -60%; Sorcery, -15%) [3].

Noise

Keywords: Area (Leveled).

Full Cost: 87 points for level 1 + 15 points/additional level.

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

Range: 100 yards.

Duration: 30 seconds.

The spell creates an area of noise that impairs all forms of hearing (including Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense). No one within the area can hear any other sounds. Every creature in the area must roll against HT every second. Protected Hearing grants +5 on this roll. Creatures that fail this roll suffer -3 to IQ for seconds equal to the margin of failure, even if they leave the area. The boundaries of the zone are easily detectable from the outside by a Hearing+10 roll. Unlike Silence (below), Noise permits the use of effects that depend on sound transmission, but spells reliant on sorcerous incantations still cannot be cast within a noisy zone.

Statistics: Affliction 1 (HT; Area Effect, 2 yards, +50%; Attribute Penalty, IQ-3, +30%; Extended Duration, 3x, +20%; Fixed Duration, +0%; Hearing-Based, +150%; Link, +10%; Magical, -10%; Persistent, +40%; Reduced Duration, 1/60, -30%; Variable, Area, +5%) [37] + Obscure 10 (Hearing; Extended, Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense, +80%; Extended Duration, 3x, +20%; Link, +10%; Ranged, +50%; Sorcery, -15%; Variable, Area, +5%) [50]. Further levels add Area Effect (+50%) to both advantages [+15].

Perilous Pulsations

Keywords: Area (Leveled), Resisted (HT).

Full Cost: 17 points for level 1 + 2.5 points/additional level*.

Casting Roll: Will.

Range: Unlimited.

Duration: Five seconds.

All material targets within the area suffer from destructive internal vibrations. Each turn, any object remaining inside the affected zone, or even having merely passed through it that turn, must resist the spell or suffer 1d injury from being shaken apart; DR has no effect.

Unlike many Sound spells, this one creates internal vibrations that do not require an atmosphere and are audible only to the ones affected as a tooth-rattling whine.

Statistics: Crushing Attack 1d (Area Effect, 2 yards, +50%; Malediction 2, +150%; No Knockback, -10%; No Signature, +20%; Persistent, +40%; Reduced Duration, 1/2, -5%; Sorcery, -15%; Variable, Area, +5%) [17]. Further levels add Area Effect (+50%) [+2.5]. *Notes:* This spell originally appeared in **GURPS Magic: Artillery Spells**, p. 25.

* Calculate the total cost and then round up (because the base ability costs just 16.75 points before rounding). Level 2 costs 20 points, level 3 costs 22 points, level 4 costs 25 points, level 5 costs 27 points, and so on.

Resist Sound

Keywords: Buff.

Full Cost: 70 points for level 1 + 40 points/additional level.

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

Range: 100 yards.

Duration: 30 minutes.

The subject becomes virtually immune to sonic attacks. That person and all of their gear have DR equal to (spell level)×10 against sonic effects – including Missile and jet spells and spells that bypass normal DR to cause direct, internal damage. Resistible sonic effects other than damage (e.g., an ultra-tech nauseator) simply fail, as though the subject had successfully resisted. In addition, the subject enjoys the benefits of Protected Hearing (p. B78).

This is also a Protection and Warning spell.

Statistics: Affliction 1 (HT; Advantage, Resist Sound 1, +540%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [70]. Additional levels add further Resist Sound to the Advantage enhancement (+400%) [+40]. *Notes:* “Resist Sound 1” is Damage Resistance 10 (Force Field, +20%; Limited, Sound, -40%; Magical, -10%) [35] + Immunity to Noxious Sonic Effects (Magical, -10%) [9] + Internal Damage Resistance 10 (Limited, Sound, -40%; Magical, -10%) [5] + Protected Hearing (Magical, -10%) [5]. Further levels increase both DRs by 10 [+40]. See **GURPS Sorcery: Protection and Warning Spells**, p. 11, for an explanation of internal defenses.

I'm blind, not deaf.

– Illidan Stormrage,
in *Warcraft III*

Scribe

Keywords: None.

Full Cost: 3 points.

Casting Roll: None.

Range: 10 yards.

Duration: Indefinite.

The sorcerer animates a writing instrument, which copies down whatever the sorcerer dictates. At higher TLs, this spell may also be used with more modern transcription devices (e.g., a typewriter or computer).

Statistics: Telekinesis 1 (Accessibility, Requires a writing implement, -10%; Accessibility, Requires words to be transcribed, -10%; Independent, +40%; One Task, Transcribing sorcerer's words, -60%; Sorcery, -15%) [3].

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 creates an area of quiet where all forms of hearing (including Sonar, Subsonic Hearing, Ultrahearing, and Vibration Sense) are impossible. Nothing that happens in this area makes any sound. An area of silence counters effects that depend on sound transmission, such as Disrupt and Sound Jet. Spells reliant on sorcerous incantations cannot be cast within a muted zone.

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

Silver Tongue

Keywords: Buff.

Full Cost: 25 points.

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

Range: 100 yards.

Duration: One minute.

This spell enhances the subject's voice to be clear and attractive. Others react to the spell's recipient at +2 if they can hear that person's voice. Additionally, the spell grants the beneficiary +2 with Diplomacy, Fast-Talk, Mimicry, Performance, Politics, Public Speaking, Sex Appeal, and Singing. When cast upon somebody with Disturbing Voice or Stuttering, this spell instead suppresses one of these disadvantages for the duration. Beings that already have the Voice advantage gain no further benefit from this spell.

Statistics: Affliction 1 (HT; Alternative Enhancements, +138%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [25]. *Notes:* Alternative Enhancements includes Advantage, Silver Tongue, +90%; Negated Disadvantage, Disturbing Voice, +100%; and Negated Disadvantage, Stuttering, +100% taken as alternative enhancements (see the **GURPS Power-Ups 4: Enhancements**, p. 13). "Silver Tongue" is Voice (Magical, -10%) [9].

Sound

Keywords: Area (Leveled).

Full Cost: 15 points for level 1 + 12.5 points/additional level*.

Casting Roll: None. Use IQ to determine how convincing it is.

Range: 100 yards.

Duration: Indefinite.

The sorcerer projects any sort of meaningless sound, such as the clash of battle, the cheering of a crowd, the hum of a bee swarm, or similar, to anywhere that they can see within 100 yards; see *Area* (**Sorcery**, p. 9) for the size. This sound extends into the subsonic and ultrasonic hearing ranges. The spell cannot produce loud noise that would harm, frighten, or deafen anyone.

The caster must win a Quick Contest of IQ against the Per of anyone they want to fool; otherwise, the targets notice something "off" about the sound. Do not apply range penalties to the casting roll. The targets' roll is at +4 if the sound is not believable in the current environment or +8 if it also lacks

a visual cue that normally accompanies it. Regardless of the result, the sound does not disappear. Thus, even an unsubtle use of this spell can create white noise.

Statistics: Illusion (Accessibility, Only meaningless sounds, -25%; Auditory Only, -70%; Environmental, Sound-transmitting mediums, -10%; Extended, Subsonic Hearing and Ultrahearing, +10%; Independence, +40%; Nuisance Effect, Cannot concentrate to change sound, -10%; Ranged, +40%; Sorcery, -15%) [15]. Additional levels add Area Effect (+50%) [+12.5].

* Calculate the total cost and then round up. Level 2 costs 28 points, level 3 costs 40 points, level 4 costs 53 points, level 5 costs 65 points, and so on.

Sound Jet

Keywords: Jet, Obvious.

Full Cost: 25 points.

Casting Roll: None. Use Innate Attack (Beam) to hit.

Range: 5 yards.

Duration: Instantaneous.

The sorcerer projects a jet of sonic waves from a fingertip, which can strike any target up to five yards away. It can be dodged or blocked, but not parried. Treat this as a long melee weapon rather than a ranged attack, and do not apply range or speed penalties. A creature struck by the jet is stunned unless they make a successful HT roll. DR gives +1 to the target's effective HT for every five points of DR. The target may roll versus HT once per second to recover. This spell works identically in air and underwater, but cannot penetrate Wall of Silence (p. 12) and is blocked by Silence (pp. 9-10).

Statistics: Affliction 1 (HT; Armor Divisor (5), +150%; Blockable, -5%; Environmental, Sound-transmitting mediums, -10%; Increased 1/2D, 2x, +5%; Increased Range, 10x (Accessibility, Underwater only, -50%), +15%; Jet, +0%; Reduced Range, 1/2, -10%; Sorcery, -15%; Underwater, +20%) [25].

Sound Vision

Keywords: Buff.

Full Cost: 29 points.

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

Range: 100 yards.

Duration: One minute.

The subject can see by sound, like a bat or a dolphin. The base range of Sound Vision is 20 yards in air (multiplied by air pressure in atmospheres) or 2,000 yards in water, with an arc of 120°. Sound Vision lets the subject locate objects and scan their shapes with a resolution of one millimeter in air, or five millimeters in water. Distinguishing fine relief (e.g., to identify a face) requires a Sense roll, at -3 in water. In combat, the subject may ignore darkness penalties.

Sound Vision does not function in vacuum or if the subject is deafened. It can be blocked by Silence or Wall of Silence, or fooled by ultra-tech sonar jammers or very loud noises, such as an explosion or the Noise spell. Its waves can be detected at twice its range by passive sonar, hydrophones, or anyone with the Ultrahearing (p. B94) advantage. The subject cannot "turn off" Sound Vision.

Statistics: Affliction 1 (HT; Advantage, Sound Vision, +180%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [29]. *Notes:* “Sound Vision” is Sonar (Magical, -10%) [18].

Thunderclap

Keywords: Area (Leveled), Resisted (HT).

Full Cost: 36 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous (but see below).

A loud sound, like an explosion or thunder, fills the area. Everyone within must resist with HT; Protected Hearing gives +5, Hard of Hearing gives +4, and those with Deafness are immune. If the caster is within the area, they must roll as well, but at +5. Everyone who fails to resist is deafened for 10 minutes times their margin of failure.

Statistics: Affliction 1 (HT; Area Effect, 2 yards, +50%; Disadvantage, Deafness, +20%; Extended Duration, 10x, +40%; Hearing-Based, -20%; Male-diction 2, +150%; No Signature, +20%; Nuisance Effect, Loud, -5%; Sorcery, -15%; Variable, Area, +5%) [35] + Protected Hearing (Accessibility, Only versus own Thunderclap, -80%) [1]. Additional levels add Area Effect (+50%) [+5].

Voices

Keywords: Area (Leveled).

Full Cost: 8 points for level 1 + 12.5 points/additional level*.

Casting Roll: None. Use IQ to determine how convincing it is.

Range: 100 yards.

Duration: Indefinite.

The sorcerer creates any sort of meaningful sound of normal speaking volume – voices, music, or anything similar – anywhere that they can see within 100 yards; see *Area (Sorcery, p. 9)* for the size. This sound extends into the subsonic and ultrasonic hearing ranges.

The caster must win a Quick Contest of IQ against the Per of anyone they want to fool; otherwise, the targets notice something “off” about the sound. The sorcerer can substitute IQ with Acting or Mimicry when imitating specific voices, Singing for songs, or Musical Instrument or Electronics Operation (Media) for music. Do not apply range penalties to the roll. The target’s roll is at +4 if the sound is not believable in the current situation; for example, when hearing a voice in an empty room with no visible speakers. Regardless of the result, the sound does not disappear. Thus, even an unsubtle use of this spell produces the desired sound.

Unlike Sound (p. 10), this spell requires constant concentration to maintain.

Statistics: Illusion (Accessibility, Only meaningful sounds, -25%; Auditory Only, -70%; Environmental, Sound-transmitting mediums, -10%; Extended, Subsonic Hearing and Ultra-hearing, +10%; Ranged, +40%; Sorcery, -15%) [8]. Additional levels add Area Effect (+50%) [+12.5].



* Calculate the total cost and then round *down* (because the base ability costs just 7.5 points before rounding). Level 2 of the spell costs 20 points, level 3 costs 33 points, level 4 costs 45 points, level 5 costs 58 points, and so on.

Wail of the Banshee

Keywords: Resisted (HT).

Full Cost: 64 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous.

The caster unleashes a loud howl, audible to everyone, but intended for a specific target. Only living creatures with IQ 6+ and no Supernatural Durability, Unaging, or Unkillable may be affected by this spell.

The howl must reach the intended victim through a sound-transmitting medium – Silence or a similar spell will block it, but Deafness, Hard of Hearing, and Protected Hearing provide no benefit. If the sorcerer cannot both see and point to the target, the caster must at least know the subject’s common name. This spell uses *Long-Distance Modifiers* (p. B241).

If the victim fails to resist, they die instantly from seemingly natural causes such as generalized organ failure from great age, unless the GM wants to get specific.

Critical failure on the casting roll gives the caster Cannot Speak (p. B125). The sorcerer can only make horrible wails until they buy off this disadvantage.

Statistics: Affliction 1 (HT; Accessibility, Only on IQ 6+ living targets, -15%; Disadvantage, Fragile (Enhanced Unnatural), +100%; Environmental, Sound-transmitting mediums, -10%; Heart Attack, +300%; Malediction 3, +200%; Must know a target’s name or Requires Gesture and Vision-Based, Reversed, -15%; No Psychic Signature, +20%; Nuisance Effect, Critical failure results in Cannot Speak, -10%; Nuisance Effect, Does not affect targets with Supernatural Durability, Unaging, or Unkillable, -5%; Nuisance Effect, Loud, -5%; Requires a scream, -10%; Sorcery, -15%) [64]. *Notes:* See *Fatal Frequency* (p. 6) for details about Fragile (Enhanced Unnatural). Specifics of this spell restrict the sorcerer’s options when using *Alternative Rituals (Sorcery, p. 7)*. The need to know a name or suffer from both Requires Gesture and Vision-Based, Reversed is priced as one limitation per *Either/Or Limitations (GURPS Power-Ups 8: Limitations, p. 6)*. This spell originally appeared in *GURPS Magic: Death Spells*, p. 20.

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.

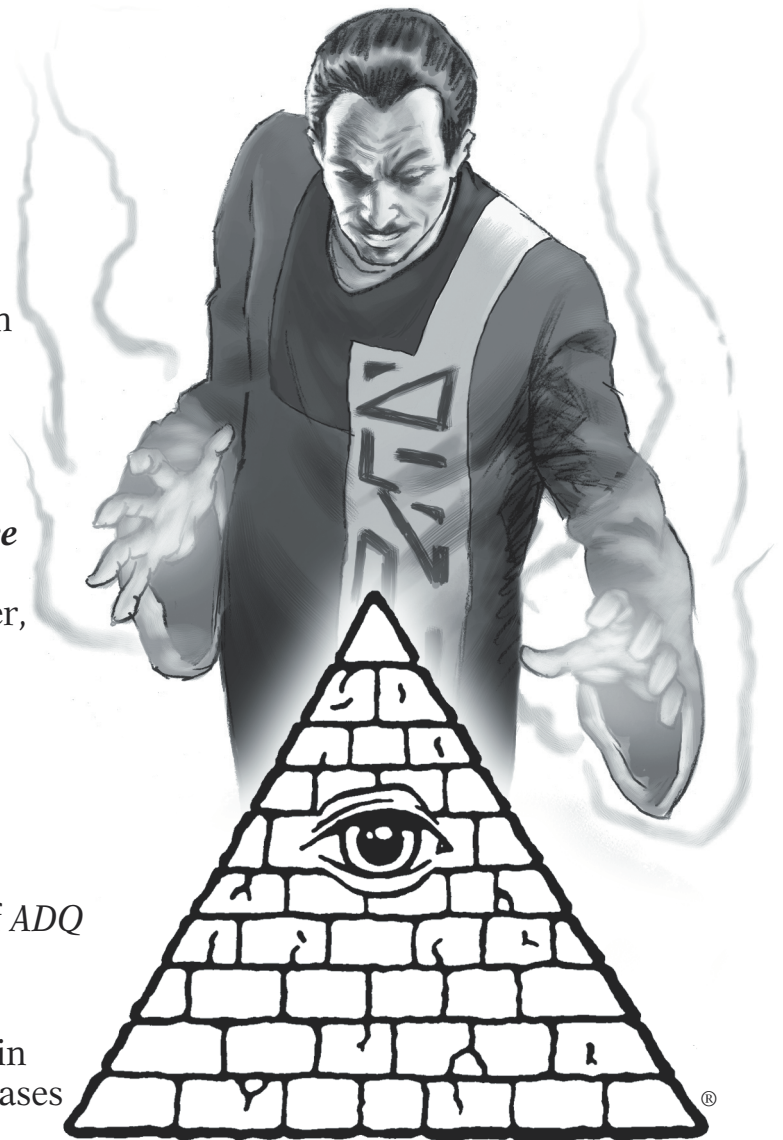
This is also a Food spell and a Knowledge spell.

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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