

# Arnidel's Fanfare

When cast, this spell seems to have no immediate effect. When a simple condition is met, a fanfare (which is hummed by the wizard during casting) lasting no more than ten seconds is suddenly heard in the area of effect. The spell then immediately resets and awaits the next time the condition is met. The spell will continue to play and reset for as long as the duration lasts. The condition that activates the fanfare must be a simple "true/false" situation, such as "a weapon is drawn", "a dwarf passes through the door" or "someone enters through the window instead of the door". Subjective conditions, such as "a beautiful woman enters" are not acceptable conditions because the spell cannot determine relative value.

**College:** Change and Information

**Philosophy:** Enchantment and Illusion

**Special Effects:** Arcane Magic, Change, Information, Enchantment, Illusion

**Effect:** Hearing Group Images

**Casting Time:** Full Phase

**Target/Area Affected:** 15 meter radius

**Duration:** Constant

**Range:** No Range

**Active Cost:** 17

**Skill Roll Penalty:** -1

**Real Cost:** 6

**END Cost:** 2

**Arnidel's Fanfare:** Images (Hearing Group) +/-5 To Per Groups - Costs END Only To Activate (+1/4), Uncontrolled (Lasts 6 Hours + 1 Hour Per Point By Which The Skill Roll Is Made; +1/2), Area Effect (15 Meter Radius; +3/4), Trigger (Variable Trigger; Zero Phase Action To Activate; Resets Immediately; +1)(17 Active Points); Only to Create A Trumpet Fanfare (-1), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4), Requires Either A Power Skill: Illusion Magic Roll Or A Power Skill: Enchantment Magic Roll (Player's Choice; -1/4).

**Spell created by Jack Butler**

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