

Chime of Alarm

Once this spell is cast, it will create a loud chiming sound that repeats every few seconds when a creature that wasn't "vouch-safed" during casting enters the area of effect. The wizard "vouchsafes" other beings by touching them during the casting of the spell. Once the *Chime Of Alarm* is triggered, the sound repeats every four seconds until the caster wills it to end.

College: Change

Philosophy: Abjuration

Special Effects: Arcane Magic, Change, Abjuration

Effect: Hearing Group Images

Casting Time: 1/2 Phase

Target/Area Affected: 16 Meter Radius

Duration: Special

Range: No Range

Active Cost: 10

Skill Roll Penalty: -0

Real Cost: 1

END Cost: 1

Chime Of Alarm: Images (Hearing Group) - Trigger (Triggers When An Unauthorized Creature Enters The Spell's Area; Does Not Reset +1/4), Area Effect (16 Meter Radius; +3/4)(10 Active Points); No Range (-1/2), Requires A Power Skill: Abjuration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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