

## 12 The College of Bardic Magics (Ver 2.1)

The College of Bardic Magic deals primarily with sound, language, rhythm, and the power in music; particularly the power to soothe, charm, and otherwise affect emotions. Adepts of this College are generally known as Bards. Many Bards are employed as court musicians, though a number exercise their art as sole practitioners, wandering the highways and byways of the land.

Almost all Bards have performance skills, often highly ranked. Alongside this they often have the Spy skill which is complemented by certain of the magics of this College. It is not unknown for Bards to pass themselves off as simple musicians or entertainers in order to infiltrate unfriendly courts. It is this fact, and the consequently secretive nature of this College which has lead to its relative obscurity.

The principal difference between this college and all others is that the spell's verbal component is usually sung, instead of spoken. Furthermore, because a musical instrument may be used to enhance the effect, Bardic spells have little or no somatic component. It is almost impossible for a Bard to cast quietly.

### Traditional Colours

Bards usually wear an item of a particular shade of deep blue, sometimes known as Harper Blue, somewhere on their person. Otherwise they tend to dress to the occasion.

### Traditional Symbols

The symbol of the Bardic College is a golden harp. This may be worn as a brooch or amulet or embossed on the Bard's instrument if appropriate.

### 12.1 Restrictions

Adepts of the College of Bardic Magics can only practise their art in a region where sound can be heard. It is not possible to practise Bardic magic in a location where sound is silenced, magically or otherwise. Bardic magic may be practised underwater, but the results may vary somewhat from those expected.

The MA requirement for this College is 16.

### 12.2 Base Chance Modifiers

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Bardic Magics:

For each Rank of Troubadour (Singing)	+1
(This bonus is only applicable when spell is sung)	
Area is acoustically excellent	+5
Area deadens sound	-5

All modifiers are cumulative.

### 12.3 Talents

#### Concealed Casting (T-1)

*Experience Multiple:* 150

*Effects:* The Adept is able to conceal the casting of a spell within the words of a mundane song. If an observer is listening intently the observer may make a  $(2 \times PC - \text{Rank})$  check to notice. The bard may not make any movements which are inappropriate to the song being sung. All aspects of the spell (including Base Chance) must be cast at the lower of this talent and the spell's Rank and the Base Chance is further reduced by 20%. This Talent only functions with spells of the Bardic College.

#### Enhanced Hearing (T-2)

*Experience Multiple:* 75

*Effects:* The Adept is able to hear sounds too faint to be heard normally. The Rank of this talent should be added to the Adept's perception for the purposes of detecting sounds only. This talent can be activated and deactivated at will, and the Adept may be temporarily deafened by loud noises while it is activated.

#### Melodic Memory (T-3)

*Experience Multiple:* 75

*Effects:* The Adept can attempt to commit to memory any sounds that they can hear. The Adept must concentrate to activate this talent, and the Adept's player should represent this by taking down key words and phrases. By means of this talent the Adept can memorise music, dramas, dialogue etc. even if they cannot understand them. The Adept's chance of success to recall the sounds is  $2 \times PC (+ 5 / \text{Rank}) - 5 / \text{week}$  since the sounds were heard. If the Adept rolls above their Base Chance the higher the roll the greater the degree of error.

#### Project Voice (T-4)

*Experience Multiple:* 75

*Effects:* The talent allows the Adept to project their voice so that it may be heard clearly everywhere within 25 feet  $(+ 25 / \text{Rank})$ .

### 12.4 General Knowledge spells

#### Clairaudience (G-1)

*Range:* 15 feet + 15 / Rank

*Duration:* 5 minutes + 5 / Rank

*Experience Multiple:* 200

*Base Chance:* 15%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* The Adept creates an invisible, intangible ear that can be moved about within the spell's range. The ear appears in the same hex as the Bard, and operates as a normal ear except that it is not physically attached to the Bard. The Adept may move the ear at a TMR of up to the Rank of the spell, taking pass actions to do so. The ear may be detected by Witch-sight or similar means of detection. If the ear takes any magical damage (it may be struck by a magical weapon) it is destroyed and the Adept is stunned. It cannot be used to target spells. In the area of a Confusion of Tongues spell the Adept will only hear meaningless jumbled words. Clairaudience will not penetrate the volume of a Shell of Silence spell.

#### Enchant Instrument (G-2)

*Range:* Touch

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 100

*Base Chance:* 25%

*Resist:* None

*Storage:* Investment

*Target:* Musical Instrument

*Effects:* With this spell the Adept draws on the resonance left in an instrument from it having been played. The spell enchants one musical instruments so that a being may play it at an effective Troubadour Rank equal to  $0 + (1 / 3 \text{ or fraction ranks})$ , whether or not they know how to play that form of instrument. This Rank may not exceed the maximum Rank the instrument being targeted has previously been played at.

#### Ethereal Orchestra (G-3)

*Range:* 25 feet + 25 / Rank

*Duration:* 5 minutes + 5 / Rank

*Experience Multiple:* 100

*Base Chance:* 35%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* Creates magical accompaniment for the Adept's performance. The accompaniment consists of the sounds of one instrument plus one per three full ranks. The Adept must be familiar with music made by their chosen instruments, but need not be able to play the instruments themselves. This accompaniment increases the effective Rank of the performance by 1  $(+ 1 / 5 \text{ Ranks})$  without bestowing new skills, or affecting quasi-magical abilities or base chances. The

maximum volume generated may not exceed that of loud chanting, and the accompaniment can be heard clearly everywhere within the range of the spell.

#### Exhortation (G-4)

*Range:* 25 feet + 25 / Rank

*Duration:* Concentration: no maximum

*Experience Multiple:* 200

*Base Chance:* 15%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* By means of this spell the Adept may attempt to affect the mood of a crowd, inciting a riot or calming a mob. The reaction roll of the crowd is modified by  $+5\% (+ 1 / \text{Rank})$ . Once the Adept ceases to play and/or sing, the spell ceases to be in effect, but the effects may continue as determined by the GM.

#### Quietness (G-5)

*Range:* 1 foot + 1 / Rank

*Duration:* 30 minutes + 30 / Rank

*Experience Multiple:* 100

*Base Chance:* 30%

*Resist:* None

*Storage:* Potion, Investment

*Target:* Entity

*Effects:* The sounds of the target's movement are partially deadened. The effect of this is to add  $5\% (+ 1 / \text{Rank})$  to Stealth. Any Entity attempting to cast Bardic magic while under the effect of this spell suffers a 5 penalty to their Base Chance due to the deadening of sound.

#### Mockery (G-6)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 seconds + 10 / Rank

*Experience Multiple:* 200

*Base Chance:* 20%

*Resist:* Active, Passive

*Storage:* Investment

*Target:* Sentient Entity

*Effects:* The Adept sings or orates a song or poem, detailing the target's shortcomings and inflicting general abuse, insults and mockery. A target that fails to resist may be embarrassed, shocked, humiliated, indignant or infuriated as appropriate to their personality. Whatever the emotional effect, the character is distracted, and may do nothing other than attempt to silence the Adept (by whatever means they wish) or take pass actions for the duration of the spell. A check of  $1 \times WP$  may be made at the end of the pulse following the pulse in which the spell is cast and every pulse thereafter. Once the target successfully makes a check the spell ends. The target must be able to hear and understand the Adept in order for the spell to have any effect.

#### Shatter (G-7)

*Range:* 5 feet + 5 / Rank

*Duration:* Immediate

*Experience Multiple:* 200

*Base Chance:* 25%

*Resist:* Special

*Storage:* Investment, Ward, Magical Trap

*Target:* Object

*Effects:* The Adept shrieks in an unnatural and piercing fashion, creating ethereal dissonance that can destroy objects. The Adept may affect an object of no more than 0.5 pounds  $(+ 0.5 / \text{Rank})$ . Additionally, the Rank of this spell determines what material may be destroyed:

Rank	Material
0-3	glass, mirror
4-6	ceramics
7-9	crystals
10-12	stone
13-14	gems
15-16	bone or ivory
17-18	hard metal (iron)
19-20	soft metal (bronze)

Note that the base MR of objects is 0. Crafted objects and those made of precious materials receive bonuses to their resistance rolls, as detailed below. Shaped magical items are immune to the effects of this spell. Possessions have their owners MR. These bonuses are cumulative. Crafting modifier:  $2 \times$  Artisan Rank; Material Modifiers: Silver +5%, Gold +10%, Truesilver +15%, Precious gems, etc. +20%. The GM should only apply the modifier of the material that makes up the majority of the object.

### Silent Sounds (G-8)

*Range:* Touch

*Duration:* 10 minutes + 10 minutes / Rank

*Experience Multiple:* 100

*Base Chance:* 35%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Object

*Effects:* The target object generates sounds which are almost inaudible, but affect living entities within 5 feet (+ 5 / Rank) rendering them either: edgy, and more susceptible to fear and awe; or tranquil, and less prone to fear and awe. Affected beings either add or subtract 1 (+ 1 / Rank) to rolls made on the fright or awe tables as appropriate.

### Soothe the Savage Beast (G-9)

*Range:* 5 feet + 5 / Rank

*Duration:* Concentration: no maximum

*Experience Multiple:* 200

*Base Chance:* 25%

*Resist:* Passive

*Storage:* Potion

*Target:* Self

*Effects:* The Adept plays or sings soothing music which causes any living non sentient entities within or entering the area of effect to resist or be pacified. Animals that do not resist must make a check against  $2 \times$  WP - Rank of Spell to attack the Adept, and a check against  $2 \times$  WP to initiate any attack whilst in the area. The creature's reaction roll is increased by 10% (+ 2 / Rank), but the reaction roll may not be made to exceed 95 by the effects of this spell. If any soothed entity is attacked, or the Adept ceases to play and/or sing, the spell ceases to be in effect.

### Speaking Beasts (G-10)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 200

*Base Chance:* 35%

*Resist:* None

*Storage:* Investment

*Target:* Animal

*Effects:* This spell confers any one language known to the Adept at Rank 6 or greater, upon an animal (beast, avian, or aquatic; any non-sentient able to vocalise sounds) for the duration of the spell, at a language Rank equal to 1 (+ 1 / 5 Ranks).

### Ventriloquism (G-10)

*Range:* 10 feet + 10 / Rank

*Duration:* 5 minutes + 5 / Rank

*Experience Multiple:* 150

*Base Chance:* 40%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* The Adept may project their voice so that it appears to be emanating from anywhere within the range of the spell. Also, it may be altered so that it sounds like any other voice or voices the Adept has heard and memorised with the Melodic Memory talent. For every five complete ranks the Adept can project an extra simultaneous and independent voice.

## 12.5 General Knowledge Rituals

### Implanting Sounds (Q-1)

*Range:* 10 feet + 10 / Rank

*Duration:* 1 week + 1 / Rank; Permanent at Rank 20

*Experience Multiple:* 250

*Base Chance:* 20% + 4% / Rank

*Resist:* None

*Target:* Object or Area

*Cast Time:* 1 hour

*Actions:* Perform song or sounds

*Concentration Check:* None

*Effects:* This ritual creates a type of ward, implanting a sequence of sounds (which may be words, spoken or sung) of up to 10 seconds (+ 10 / Rank) duration into an object or area. The Adept may determine the triggering conditions, in the same way as a ward. Additionally, sounds implanted into an object may have a range of "Touch" thus being triggered by a tactile cue, usually simply the object being touched. The sound will be emitted each time the triggering conditions are met, up to a maximum of 1 (+ 1 / Rank) times. The volume of the sound produced may not exceed that of loud ringing bells. The ritual dissipates at the end of its duration or if the Bardic General Knowledge counterspell is cast on the target. If the ritual backfires the sounds are triggered immediately and will repeat Rank times, or until counterspelled.

### Recitation (Q-2)

*Range:* Touch

*Duration:* Special

*Experience Multiple:* 200

*Base Chance:* 25% + 4% / Rank

*Resist:* None

*Target:* Object, Area or Entity

*Cast Time:* 1 hour

*Actions:* None

*Concentration Check:* Standard

*Effects:* At the completion of this ritual the Adept will enter a trance, during which they will recite a legend or story relating to their current location, to an object held in their hands, or to an entity they are touching. If no such story exists, or the ritual fails, then the Adept will recite some amusing but trivial song. If the ritual backfires the legend will be false. The amount of information received is related to the Bard's Rank with this ritual. If the GM prefers this may be played as obtaining an answer to 3 (+1/3 ranks) short questions related to the location, object or entity which will be answered in "legendary" terms. This ritual may not be repeated on a given target more than once per season.

## 12.6 Special Knowledge Spells

### Charming (S-1)

*Range:* 50 feet + 5 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 400

*Base Chance:* 25%

*Resist:* Active, Passive

*Storage:* Investment

*Target:* Entity

*Effects:* The Adept can influence the actions of an entity who fails to resist, provided that the target can hear and understand the Adept. The target will see the Adept as their true friend and will readily accept most suggestions emanating from them. Sworn enemies of the Adept (or of their race) will not be affected by this spell. Any suggestion that is not directly and obviously inimical to the target's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal) will be acted upon 90% of the time. The Adept may only ensure 100% compliance with a request by making it an order in which case the target makes an immediate Resistance Check. Any suggestion that would lead to the target's injury or death results in an immediate Resistance Check. If successful the spell is broken. Otherwise, the target accepts the order and will carry it out faithfully for the duration of the spell.

### Compel Speech (S-2)

*Range:* Touch

*Duration:* 1 minute + 1 / Rank

*Experience Multiple:* 200

*Base Chance:* 25%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Entity

*Effects:* The target entity must resist, or be compelled to speak continuously on random subjects. Should anyone put a question to the entity they must make a  $3 \times$  WP - Spell Rank check or speak to the question. The entity is not compelled to speak the truth by this spell, or any particular language, and may cast spells.

### Comprehending Tongues (S-3)

*Range:* Self

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 300

*Base Chance:* 15%

*Resist:* None

*Storage:* None

*Target:* Self

*Effects:* Enables the Adept to speak and understand one language at a Rank equal to 1 (+ 1 / 4 Ranks). The Adept must have heard the language that they wish to speak. The language may be nominated by name, or by choosing to speak a language that the Adept has memorised some words and phrases from using the Talent of Melodic Memory. This spell allows the Adept to be understood, but confers no other bonuses.

### Confusion of Tongues (S-4)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 seconds + 10 / Rank

*Experience Multiple:* 350

*Base Chance:* 10%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Area

*Effects:* All entities within the radius of effect of the spell who fail to resist become unable to communicate in, or understand any verbal language whilst within the affected area. The affected area is a circle with a radius of 5 feet (+ 5 / Rank). Affected entities may not use the Military Scientist "time out" ability. They can cast spells and trigger items, but if casting, the backfire threshold (i.e. +30 or +40) is decreased by 5% (+ 1 / Rank).

### Dance of Swords (S-5)

*Range:* 5 feet + 5 / Rank

*Duration:* 30 minutes + 30 / Rank

*Experience Multiple:* 250

*Base Chance:* 15%

*Resist:* None

*Storage:* Investment, Potion

*Target:* Entity

*Effects:* While under the effect of this spell, the target may cavort and leap with surpassing grace and extravagance by evoking the magic of the dance. The target may walk and act in all ways normally, however, when they enter combat they may "dance" adding 2 (+2 / Rank) to their Defence provided they move at least 1 hex each pulse. If the target is unwillingly confined to a single hex (by the effect of melee zones for example) the target must halve the defence bonus due to this spell. If the target is unable to move freely (in close combat or stunned) then no defence bonus is awarded. The target may also subtract the Rank of this spell from the dice roll for any AG Check solely involving Agility (e.g. avoid knock-down, leaping pits etc.).

### Enthralling Audience (S-6)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 200

*Base Chance:* 25%

*Resist:* Special

*Storage:* Invested, Ward

*Target:* Sentient living entities

*Effects:* All entities who willingly listen to the song sung by the Adept will perceive a succession of evocative images which illustrate the song being sung. These images are hallucinatory in nature, having no external reality, but are seen by the audience. No resistance check needs to be made by those who do not submit willingly to the effects of the spell, but

they will not perceive the images. Those who submit to the effects will be enthralled by the images and may take no other action, unless and until their concentration is broken by physical contact with an external entity or force. The Adept must continue to sing throughout the duration.

### Shout of Thunder (S-7)

*Range:* 15 feet + 15 / Rank

*Duration:* Immediate

*Experience Multiple:* 250

*Base Chance:* 25%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Entity

*Effects:* The Adept projects a thunderous shout of rage at the target. If the target fails to resist it suffers [D - 5] (+ 1 / Rank) damage and is automatically stunned. The target will also be deafened for [D - 5] (+ 1 / 2 Ranks) minutes and will have a very nasty headache which will make concentration one level more difficult until it wears off or is cured by a healer. There is a chance equal to 5% + 1 / Rank that this deafness will be permanent until cured by the arts of a Healer of Rank 4 or greater, or by the Ritual of Cure Deafness and Muteness. The sound is clearly audible in the area surrounding the target.

### Inspirational Song (S-8)

*Range:* 15 feet + 5 / Rank

*Duration:* 20 seconds + 5 / Rank

*Experience Multiple:* 300

*Base Chance:* 15%

*Resist:* None

*Storage:* None

*Target:* Sentient Entities

*Effects:* The Adept sings a song of inspiration mentioning the name of each target. The spell will effect 1 target (+ 1/3 or fraction Ranks) who each gain 1 (+ 1/2 Ranks) to their Strike Chances, and 1 (+ 1 / Rank) to Fear Resistance rolls and Rally Chances. Targets must be able to hear and understand the Bard. The Adept must sing or orate for the entire duration of the spell, or the effect ceases. The Adept may perform other actions as long as they have no vocal requirement.

### Satyr's Dance (S-9)

*Range:* 5 feet + 5 / Rank

*Duration:* Concentration: Maximum 10 seconds + 10 / Rank

*Experience Multiple:* 450

*Base Chance:* 10%

*Resist:* Active, Passive

*Storage:* Potion

*Target:* Self

*Effects:* The Adept sings and dances in a hypnotic pattern, entrancing all in range who fail to resist, and forcing them to join in the dance. All dancers (including the Adept) may move at 1/2 TMR (round up), but are unable to take any other action. The area of effect moves with the Adept and all victims will attempt to stay within range. Any entity that enters the area of effect must resist or suffer the same fate. The Adept must be seen and heard for a target to be effected. Victims of this song get an additional resistance roll every pulse that they are attacked or restrained, or somehow prevented from being within the area of effect.

### Shell of Silence (S-10)

*Range:* 10 feet + 1 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 150

*Base Chance:* 15%

*Resist:* None

*Storage:* Investment, Ward, Magical Trap

*Target:* Area

*Effects:* The Adept creates an invisible spherical shell with a diameter equal to 15 feet (+ 5 feet for every 5 Ranks). Sound created within this shell is totally inaudible to entities outside the shell and vice versa. A Clairaudience spell projected from outside the shell cannot penetrate it.

### Silver Tongue (S-11)

*Range:* Self

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 200

*Base Chance:* 25%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* Everything that the Adept says becomes more convincing and believable. This ability does not force listeners to believe the Adept, and obvious lies where there is evidence to the contrary will be quickly dismissed. But in the absence of such evidence, or when the lie is not blatant, listeners will tend to take the Adept at their word. All natural or magical abilities that are normally able to determine whether the Adept is lying or telling the truth suffer a negative modifier to their Base Chance of 20% (+ 5 / Rank). Those abilities that always work or have no BC may be presumed to have a BC of 100% for these purposes. In addition, no magical ability is able to coerce the Adept to speak truthfully.

### Siren Song (S-12)

*Range:* 5 feet + 5 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 250

*Base Chance:* 15%

*Resist:* Active, Passive

*Storage:* None

*Target:* Entity

*Effects:* All entities within the range of the spell and able to hear the Adept, must resist or feel a sudden affection for the Adept. They will then be unable to carry out any action that might harm the Adept. However, if the Adept carries out any hostile action towards an entity or the entity is rendered no longer able to hear, that entity will be released from the spell. The Adept must continue to sing for the duration or the spell ceases to be in effect.

### Slumber Song (S-13)

*Range:* 5 feet + 5 / Rank

*Duration:* Until waking

*Experience Multiple:* 250

*Base Chance:* 30%

*Resist:* Special

*Storage:* Investment

*Target:* Entity

*Effects:* The Adept plays a song that affects one willing entity (+ 1 / 3 or fraction ranks) causing them to drift into a normal sleep. All affected targets fall asleep in 4 minutes (- 10 seconds / Rank, minimum of 30 seconds). The targets will remain asleep until disturbed or they awaken normally. The resulting sleep is healing and refreshing allowing the targets to regain 1 (+ 1 / 5 full Ranks) more FT per hour while under its effect.

### Whispering World (S-14)

*Range:* 100 miles + 100 / Rank

*Duration:* Immediate

*Experience Multiple:* 250

*Base Chance:* 20%

*Resist:* None

*Storage:* potion

*Target:* Self

*Effects:* The Adept whispers a message consisting of no more than 5 words (+ 5 / Rank). The message travels to the recipient, who must be known to the Adept, taking D10 + (distance travelled / 100) hours. The recipient's surroundings (such as trees, waves or wind) whisper the message to the recipient. There is a once times perception chance that any Bard engaged in concentration will "overhear" a whisper which passes by their location.

## 12.7 Special Knowledge Rituals

### Cure Deafness and Muteness (R-1)

*Range:* Touch

*Duration:* Immediate

*Experience Multiple:* 200

*Base Chance:* 25% + 4% / Rank

*Resist:* None

*Target:* Entity

*Cast Time:* 1 hour

*Material:* None

*Actions:* Singing

*Concentration Check:* Standard

*Effects:* The target is cured of deafness or muteness, whether of natural or magical origin. Only those born deaf or mute cannot be affected by this ritual.

### Resounding Instrument (R-2)

*Range:* Touch

*Duration:* 4 weeks + 2 / Rank

*Experience Multiple:* 250

*Base Chance:* MA + 4% / Rank

*Resist:* None

*Target:* Musical Instrument

*Cast Time:* 6 Hours

*Material:* Instrument

*Actions:* Playing instrument

*Concentration Check:* None

*Effects:* This ritual enchants a instrument, which must be of religious or martial nature, such as trumpets, horns, bagpipes, drums, bells, or gongs. The enchanted instrument can be heard at its normal volume (usually loud) throughout an area with a radius equal to 1 mile (+ 1 / Rank). The effect may be made permanent if the Adept chooses to permanently expend a point of Endurance. If the ritual backfires the instrument will be destroyed in addition to the normal backfire effect.

### Sound of Doom (R-3)

*Range:* Sight

*Duration:* Immediate

*Experience Multiple:* 400

*Base Chance:* MA + 3% / Rank

*Resist:* None

*Target:* Structure

*Cast Time:* Special

*Material:* Musical Instrument

*Actions:* Playing trumpet and walking

*Concentration Check:* Standard

*Effects:* The Adept marches around the structure, within earshot of the walls, playing a musical instrument. The music must be able to be clearly heard at the structure. The size of structure which may be encompassed is 50 feet (+ 50 / Rank) in diameter. The structure begins to shake and vibrate, and at the end of the ritual, if it is successful, the structure falls apart. The Adept must walk slowly (1 mph) around the target until they have completely encircled the target at least once, and have marched for at least an hour.

### The Piper's Song (R-4)

*Range:* 30 feet + 30 / Rank

*Experience Multiple:* 400

*Base Chance:* MA + 3% / Rank

*Resist:* None

*Target:* Self

*Cast Time:* 1 hour

*Material:* Instrument (usually pipe)

*Actions:* Playing instrument and walking

*Concentration Check:* Standard

*Effects:* The Adept nominates one type of non-sentient entity which normally forms swarms, packs or herds (e.g. rats, locusts, wolves, elephants) at the start of this ritual. The size of the entity which can be affected is dependent on Rank: Rank 0-5, entities less than 1lb in weight can be affected; Rank 6-10, entities less than 10lb; Rank 11-15, entities less than 100 lb; Rank 16 and above, entities greater than 100lb. The Adept then begins to play a tune which has a compelling effect on all entities of the target type. The area of effect moves with the Adept, and as they play and walk, all of these entities within range will begin to follow the Adept, growing into a horde. At the end of at least 1 hour the Adept gives a single command to the horde. The wording of this command may not exceed 1 word (+ 1/3 or fraction Ranks). The command will be obeyed for a period of 1 hour (+1 / Rank).