

Create Soundstaff



Enchantment. Evocation, Province: Wind; Artifice

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 60 days (charging) + 10 days (use)

Area of Effect: 1 wooden staff

Saving Throw: None

This spell helps dampen "excess" noise by gathering it in a wooden staff. The staff is planted in the ground or atop a roof when the spell is cast. For 60 days, it creates a spherical area of relative peace and quiet, up to 100 yards in any direction from the staff. Though normal conversations and spellcasting can occur in this area, the staff creates at least the illusion of a placid, peaceful area, even in the hubbub of a city marketplace or in a private garden beyond which a riot is occurring.

The staff "muffles" sonic attacks; all saving throws against such attacks in the area of effect gain a +1 bonus. More importantly, the staff fully absorbs all errant sounds "dumped" in the area as a result of sand whisper or similar magics. Sound-based attacks that are "dumped" by such magics are absorbed, too, and inflict no damage to those within the staff's area of effect. Examples include harpy songs, shout spells, and power word spells.

After 60 days, the staff can contain no more. It must be removed from its position before the start of the 61st day, or all magic within it is simply lost. (The same occurs, however, if the staff is moved prematurely.) Assuming the staff is removed promptly, it can function as a weapon for 10 days, emitting a sonic blast in the shape of a cone 60 feet long, with the tip at the staff, spreading to a base of 20 feet.

Those caught within the blast suffer the effects of power word stun. The staff can contain 2d6 of these charges. At the start of the 11th day, any remaining magic dissipates harmlessly, leaving the staff ready to receive more sound-as soon as the create soundstaff spell is cast upon it again.

Ruling emirs or local councils often ask wizards to maintain soundstaves throughout their cities (assuming the area has wizards of sufficient power). The wizards usually do this in return for a small token of gratitude, such as favors from their rulers or permission to conduct magical experiments undisturbed within the city confines.

To create a soundstaff, the caster must first fashion a staff of dark wood, with a white or blue stone worth at least 300 gp at its tip.

Notes: Common in arabian settings; virtually unknown elsewhere.