

Conversphere

This spell allows the wizard to use a crystal ball as a mystical translator for all spoken languages. Once created, the *Conversphere* allows the caster to converse intelligibly with almost any sentient being who speaks. The magic of the spell fades after a day.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment

Effect: Universal Translator 21-

Casting Time: Full Phase

Target/Area Affected: Single Crystal Ball

Duration: 1 Day

Range: No Range

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 10

END Cost: 4

Conversphere: *Universal Translator 21- Uncontrolled (Lasts 1 Day; +1/2)(45 Active Points); OAF: Crystal Ball To Be Enchanted (-1), Only To Translate Speech (-1), Requires A Power Skill: Enchantment Magic Roll (-1/2), Costs END Only To Activate (-1/4), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

Go back to [start](#)

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

<https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:conversphere>

Last update: **2009/08/31 21:30**

