

Silence 15' Radius



360'



2 rounds/level



Complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or on a mobile object. The spell can be centered on a creature (save vs. Spells), and the effect then moves with it. If an item in another creature's possession is targeted, that creature also receives a save vs. Spells to negate.



BF 31

