

Cone of Communication

(from "Greyspace". Addendum by DM Superelf.)

Each cone is a simple, solid cone of an unknown white material, as cold and hard as stone, but much lighter. Each is 4 inches in diameter at the base, and 6 inches high. Each weighs less than one pound.

Cones of communication are purchased and used only in pairs. Each cone is matched with a single other cone and does not work with any other. If someone speaks into the base of one cone, the voice sounds clearly, and at the same volume, from the base of the matched cone. In fact, the cones communicate not only voices, but any sound that originates from a point no more than 12 inches from the base of one of the cones.

A pair of cones has a ~~maximum range of 1d42 thousand miles (no maximum range, and they can be used to communicate between any two planes of existence).~~ (The range is apparently characteristic of the particular pair, and unchangeable by any means.) Within that range, two people, each possessing one of the pair, can speak to each other normally, with no decrease in volume and no measurable time delay. ~~As soon as the range is exceeded, both cones become totally inert and non-magical until they come back within operating range again. When the two cones are in range of each other, both radiate an aura of evocation. When they are out of range, they appear totally non-magical to all forms of analyses. Apart from moving out of range or placing both halves of the pair in soundproof containers, there is no way to shut them off.~~

Obviously, cones of communication are very useful to spelljamming captains who have to coordinate the actions of multiple vessels. Since sound does not cross the vacuum of wildspace between two distant vessels, captains have to resort to flags, pennants, or other devices to communicate. With a pair of cones, the captains of two vessels can discuss their options and coordinate plans as if they were both on the same bridge. Some military analysts claim that the greatest elven fleet victories in the first Unhuman War were achieved because the fleet commander had one pair of cones for each of his important vessels. He gave one of each pair to each subordinate captain and kept the other cone on his own bridge. By selecting the right cones he could issue changes in orders to any captain, or receive reports. (Obviously, in such a case it is important to mark the cones in some noticeable way to tell them apart).

The first pair of cones were used in Greyspace several centuries ago. A spelljamming wizard named Naxtys claimed that she had created them, and used that claim to bolster her reputation. It was not long before other wizards decided that Naxtys was simply not competent enough to come up with something so original. When pressed by her magical colleagues, she finally admitted that she had found the first pair, stored in a protective case of obsidian, floating in wildspace somewhere in the Grinder. Almost immediately, other wizards who were more competent than Naxtys could ever hope to be created more pairs of cones. To this day, nobody knows who created the first cones. Certain wild-eyed fantasists claim they were created by an



ancient race of powerful wizards who lived on the planet that was eventually shattered to become the Grinder, and that Naxtys found them floating there. Most people consider this absolute garbage, of course. As with so many magical items, the price for a pair of coney of communication is whatever the market will bear. The lowest recorded price paid for a pair was 11,000 GP, and each year the highest price paid reaches more rarified heights.

(DM Superelf Note: In the Sixles campaign, the novelty and worth of these items is somewhat offset by the presence of [Shell Phones](#), so I have downgraded their GP Value a bit and changed them to work over any distance and between any two planes).

XP Value: 1,000

GP Value: 8,000