

Alter Dream



Enchantment/Charm

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 1 sleeping creature

Saving Throw: Special

This spell acts as an enter dream spell, but allows the caster to affect the course of the dream, much as a director affects the course of a play. The events of the dream as an illusionist has over his phantasms; however, the caster must take care not to disrupt the natural flow of the dream, or else the dreamer may sense the presence of an intruder.

If the caster makes only "logical" changes in a dream, the dreamer gains no saving throw and must simply experience the dream to its conclusion or to the end of the spell's duration. For instance, if the image of the dreamer's mother turns from singing a lullaby to chiding the dreamer for cheating a business partner, the dreamer senses no intrusion. On the other hand, if the dreamer's mother suddenly transforms into a troll and attacks the dreamer, the sudden shock allows a saving throw vs. spell. Success indicates that the dreamer becomes aware of the spellcaster's intrusion and can attempt to eject the spellcaster from the dream. The spellcaster must roll a saving throw vs. spell every round. As long as he succeeds, he can remain in the dream; if he fails, he awakes and cannot return to the dream without casting another alter dream spell.

In addition to acting as an enter dream spell, alter dream allows the caster to implant a suggestion (as the 3rd-level wizard spell). Alter dream also permits the caster to warp the dream so that it attacks the dreamer, with the same effects as the 4th-level illusion spell phantasmal killer. However, any failed attempt to kill the dreamer automatically alerts the subject to the caster's presence and gives him a chance to turn the phantasmal killer back on the spellcaster. The spellcaster must immediately end the spell or else face the phantasmal killer.

The material components of this spell are a bit of melted glass and a one-ounce strip of dreamwillow bark, which the caster must steep in hot water and imbibe.

Notes: Common for Dream mages; otherwise uncommon. (Updated from DRAGON Magazine.)