

Bloom



Conjuration

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 1

Duration: 6 turns

Area of Effect: 1 sq. ft./level

Saving Throw: None

The casting of this spell causes a bundle of feather-light, brilliant flowers of the caster's choice to appear before him. The flowers are extremely lightweight and will catch any breeze and drift like dandelion seeds. They last only an hour, then dissolve without trace. Wizards commonly choose a particular type of flower as a signature and call upon them to appear with this spell.

Non-elves tend to view this spell as a useless conjuration typical of the elves. The Daleland elves, however, use it in courting, decoration, and celebration. In one case, a sage escaped a dragon by tossing a large bundle of carnations into the beast's face and fled while the beast (fortunately allergic) was sneezing.

Notes: Common to Dale and elves of the FORGOTTEN REALMS setting; uncommon for conjurers; otherwise rare.