

Conjure Cabinet - Bard



Conjuration

Level: 4

Range: 10 ft.

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This is a very special spell castable only by the bard class. Before this spell can be used, the bard must have a special cabinet made. It must be of the highest quality, worth at least 1,000 gp. It can be any size up to 4 feet wide by 4 feet deep by 8 feet high.

Once the cabinet is made, this spell must be cast upon it and the cabinet must be named. At any later date, the bard can cast this spell and the cabinet temporarily teleports to the bard's current location. The cabinet carries with it any contents that are of a performing nature usable by the bard. (For example, it might contain musical instruments, cleaning tools, a playing stool, etc. for a True Bard. It might be lined with throwing daggers, rapiers [for sword swallowing], and blindfolds for a Blade).

When the cabinet teleports to the bard, a percentile die must be rolled. On a roll of 01-04, it appears 2d20 feet in the air and falls, destroying itself (but its contents are recoverable). On a roll of 99-00, it teleports into the ground and is destroyed. Otherwise, it is safe.

The cabinet remains for the duration of the spell or until the bard speaks the cabinet's name. It then teleports safely back to its previous location, along with any carried items of a performing nature usable by the bard. A bard can have only one such cabinet at a time. The teleport will not carry the cabinet to another plane. If items of a nonperforming nature are left in the cabinet, then the cabinet will not teleport.

Notes: Restricted to bards; uncommon.