

Conjure Dream Object



Conjuration/Summoning

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 1 small object

Saving Throw: None

When this spell is cast, an object up to the size of a sword appears where the caster directs, within the spell's range. The object can be anything that the caster has seen in someone else's dream (by means of the enter dream spell). Thus, the spellcaster can conjure the long lost sword of a warrior's grandmother, the frothing cup imagined in the dreams of a young woman, or simply a fabulous ruby dreamed by a greedy merchant.

The conjured object is real in all respects, but it never has magical properties, even if it has such properties in the dreams from which it is drawn. At the end of the spell's duration, the object returns to the realm of dreams, from which it can be conjured again.

The material components of this spell are a strip of dreamwillow bark and a bit of matter of the same type the caster wishes to summon (a piece of steel for a sword, a fragment of glass for a goblet, etc.)

Notes: Uncommon for Dream mages; otherwise very rare. (Updated from DRAGON Magazine.)