

Drawmij's Tool Box



Conjuration/Summoning, Artifice

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This useful spell permits the wizard to temporarily acquire one to ten tools when needed. The object or objects conjured can be as much as 20 pounds of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only nonliving matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets, and sand.

The material component is a miniature wooden tool box.

Notes: Uncommon spell (WoG).