

Dream Vision



Invocation, Reversible

Level: 4

Range:0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the wu jen is able to send messages to others in the form of dreams. At the beginning of the casting, the wu jen names whom the message is for. The caster must know the identity of the recipient or identify him by some title that leaves no question as to whom is intended. For example, the wu jen could send a dream to the governor of Changtai Province, even if he has never met the man, since there is only one governor of that province. However, he could not send a dream to the sake-maker of a village in that province, since there might be several sakemakers in that village.

Upon completing the physical casting of the spell, which requires but a turn, the wu jen falls into a deep, trance-like sleep. At this point his spirit leaves his body and travels instantaneously to the subject. Thereupon, the wu jen is able to enter the dreams of the subject and deliver his message unless the subject is magically protected from spirits. If the subject is awake when the spell is cast, the wu jen can choose to return to his trance-like sleep until the recipient goes to sleep or he can cancel the spell. The wu jen does not learn anything about the current activities or whereabouts of the subject, only whether he is asleep or awake.

Once the wu jen enters the dreams of the subject, he can deliver a message of any length desired, which the recipient remembers perfectly upon awakening. The communication is one way- the subject cannot offer information or ask questions of the wu jen. Neither can the wu jen gain any information by observing the dreams of the recipient. Once the message is delivered, the wu jen's spirit returns instantly to his body. If the body is disturbed in any way while using this spell, the wu jen's spirit becomes lost. The body remains in its comatose state until some means is found to rejoin the wu jen's spirit with his body, such as a restore spell.

The duration of this spell is the amount of time required for the wu jen to enter into the dreams of the other and then deliver the message. Thus, the duration could be as short as one round or as long as several hours.

The reverse of this spell, nightmare vision, allows the wu jen to send a hideous and unsettling vision to his victim. The identity of the victim must be known as stated above and the victim must be asleep. This nightmare prevents restful sleep and causes the victim to lose 1d10 hit points. Since the victim has not rested, he is fatigued as if he had not had the night's sleep and is unable to regain spells. The victim is allowed a saving throw vs. spell to avoid the effects of the nightmare.

The material component for this spell is a bowl of incense.

Notes: Common in oriental settings; otherwise very rare.