Endless Slumber

Enchantment/Charm, Alchemy

Level: 8
Range: Touch or special
Components: V, S, M
Casting Time: 8
Duration: Permanent
Area of Effect: 1 creature or object
Saving Throw: None

This powerful enchantment places its subject creature in a permanent, unbreakable sleep. While sleeping, the creature remains in a state of suspended animation, requiring no air, food, or water. Subjects of this spell do not age, but they always dream. Even creatures normally resistant or immune to sleep effects are affected by this spell.

The endless slumber spell must be cast either directly on the creature by touch, or else be cast on an object that delivers the spell to its target. If cast on an unwilling, mobile subject, the caster must make a successful attack roll. Failure means the spell is lost.

If the spell is cast on an object, the subject must eat the object (such as a fruit), be wounded by it (a dagger or arrow), or wear it (as a medallion or ring). Each method of delivering the spell has its own limitations. If cast on food, the spell dissipates if the object is not eaten within one day of the enchantment. If cast on a weapon, the enchantment fails if the first attack fails. lf cast on a decorative object, the enchantment is broken when the token is removed from the sleeper.

Dispel magic and limited wish spells do not affect this enchantment, but a full wish spell can cancel it. Otherwise, the only means of waking the subject of an endless slumber spell is a single strict condition chosen by the caster upon completing the spell. The most famous conditions include the sleeper's return to the place of his birth, a solar eclipse, the death of an immortal dragon, the kiss of a prince or princess, or even the fall of a great empire.

The material components of this spell are one entire, perfect, blue lotus flower and a pure chunk of amber.

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