

Enter Dream

Enchantment/Charm



Level: 2

Range: 10 yds/level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 1 sleeping creature

Saving Throw: Special

This spell sends the caster into a deep sleep, but it also allows the caster's own mind to enter the dream of another. The caster can observe the dreams of the spell's target, much as an audience observes a play. The spellcaster remains undetected by the dreamer unless a saving throw vs. spell is successful (Wisdom modifiers apply). The caster can, however, purposefully reveal himself to converse with the dreamer or interact with the other elements of the dream. In this case, the dreamer perceives the spellcaster as a part of the dream, again unless he makes a successful saving throw. The spellcaster has no control over any aspect of the dream except his own actions.

When he detects the intrusion, the dreamer can attempt to eject the spellcaster from the dream. The contest is a matter of will, and the spell caster must roll a saving throw vs. spell. As long as the spellcaster succeeds, he can remain in the dream; if he fails, he awakes and cannot return to the dream without casting another enter dream spell. The dreamer can try to force the spellcaster out of the dream once each round.

The enter dream spell has two main uses. Like the 5th-level dream spell, it allows the spellcaster to deliver a message to the dreamer. Unless the dreamer recognizes the caster as an intruder, or unless the caster announces that he is a wizard invading the dream, the dreamer perceives the message as a genuine dream.

Alternately, the caster can remain passive and simply observes the dream, watching as the dreamer's unconscious mind reveals itself. While not as discreet as an ESP spell, enter dream can reveal information that the sleeper may not even realize when awake. For instance, a man questioned about his long-lost brother may truthfully answer that the boy ran away from home when very young. The man's dreams, however, may reveal that the man saw his father murder his brother, yet the memory lies buried in the subconscious mind, revealed only in dreams.

The material component of this spell is a one ounce strip of dreamwillow bark, which the caster must steep in hot water and imbibe.

Notes: Common for Dream mages; uncommon for enchanters; very rare for others.