

5e

DREAM MAGIC



52-IN-52

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5e Compatible

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DREAM MAGIC

Dream magic is a little different from most forms of magic. It's somewhere between illusion (given dreams aren't made of solid material) and divination (as dreams are at least in part thoughts and ideas). But the power of dreams is closely related to the power of magic, and it's no surprise it attracts eldritch practitioners of many different traditions.

DREAMING DESCRIPTOR

Many spells in this product use the “dreaming” descriptor. Spells with the dreaming descriptor can only be cast while taking an 8-hour or longer long rest. You must have the spell slots needed to do so when you go to sleep, but the same slots are also expended when you wake—you cannot regain them for use the next day. You cannot cast more than 8 spell-levels worth of dreaming spells in a single night. These spells generally have casting times of hours, but those are hours during which you are asleep. Regardless of how long you sleep, you cannot cast more than 8 hours worth of dreaming spells in one 24-hour period. Dreaming spells with a duration of “1 day or until expended” also end if you sleep for 1 hour or more before they are expended.

SPELL DESCRIPTIONS

DREAM, LESSER

2nd-level Illusion

Classes bard, sorcerer, wizard

Casting Time 1 minute

Range special

Components V, S

Duration 8 hours

This spell functions as the *dream* spell, except as follows. The messenger must be yourself. The message can be no longer than 15 words. If the recipient of the message is not asleep when the spell is cast, the spell automatically fails.

DREAM BANQUET

1st-level Illusion

Classes bard, cleric, druid

Casting Time 2 hours (dreaming)

Range self (60-foot radius)

Components V, S

Duration 1 day/level

You cause up to sleeping creatures within range to dream of a sumptuous spread of their favorite food and drink anytime they sleep during the spell's duration, from which they can eat and drink to their content. This allows each creature to avoid gaining any penalties for lack of food and water for 1 day after each time it sleeps, though penalties already suffered for lack of nutrition are not removed through access to this dream food. Each creature also gains advantage on saves against ingested poisons.

DREAM CONJURATION

2nd-level Conjuraton

Classes sorcerer, wizard

Casting Time: 1 action

Range self

Components: V

Duration: 25 hours

You dream of an object you desire, and seize it within your dream. When you awaken, you bring a conjured version of the object into the waking world with you. This dream-object continues to exist for the duration of the spell.

You may only have one dream-object in your possession at a time, even if you cast this spell multiple times. You must sleep for at least an hour to acquire or change a dream-object. A dream-object must be nonmagical, nonliving, and weigh no more than 10 lbs. It also must be identical to a real object you have touched or have the skill to create. It functions normally in all respects except that when broken it dissipates entirely. Attempting to use any dream-object as a material component or focus automatically causes the spell to fail.

Any careful examination reveals a dream-object to be a temporary magic construct of no intrinsic value.

DREAM MAGIC

DREAM DEBATE

1st-level Divination

Classes bard, sorcerer, wizard
Casting Time 1 hour (dreaming)
Range 30 feet
Components V, S
Duration instantaneous

You cast this spell while sleeping. You target either yourself or a sleeping, willing creature within range to have a dream of an academic setting where numerous studious dream figments debate a single problem, philosophical issue, or memory. At the end of this dream, anytime in the next 24 hours, the target may make a single Intelligence-or Wisdom-based skill check with advantage. A target can only benefit from one *dream debate* at one time.

DREAM JAUNT

5th-level Conjunction

Classes cleric, sorcerer, wizard
Casting Time 6 hours (dreaming)
Range see text
Components V, S
Duration 1 hour/level (D)

When you cast this spell, you can bring with your one creature per level that is sleeping at the end of your casting time. All creatures must be ones that would agree to travel with you if asked and awake, though they are not actually awakened to be asked. You and the affected creatures travel through dreams to a distant location. The connection between dreams and reality is inherently tenuous, and your ability to arrive precisely where you mean to is dependent on the greatest familiarity you or any of the creatures traveling with you have with the location you're trying to find. To determine how accurate your arrival is at the end of your dream travel, roll d% on the following table:

FAMILIARITY:

"Very familiar" means that at least one traveler has been to the location numerous times, or at least once for an extended period.

"Somewhat familiar" means that at least one traveler has been to the location at least once.

"Known" means that at least one traveler has a strong idea where the location is, by seeing it in the distance or observing maps and navigational information detailing it.

"Not well known" is a location at least one traveler has heard of and knows by name and true identity, but has no firm idea of its location.

On Target: You travel to a safe space within 1d100 x 10 feet of the correct location.

Off Target: You travel to a safe space within 1d100 x 1 mile of the correct location.

Similar Area: You travel to a safe space at a similar location that shares some visual or thematic elements with your destination, but could be on another continent, or even another plane of existence.

Mishap: You and anyone else traveling with you experience a mishap during travel; each character takes 1d10 points of damage and must reroll on the table to see where it ends up. For these rerolls, roll 1d20 + 80. Each time "Mishap" comes up, the travelers take more damage and must reroll to see where they end up.

Regardless of the accuracy of your dream travel, you and your companions all arrive at the same location (except in the case of a mishap). Mindless creatures can't use *dream jaunt*, nor can creatures that can't dream.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Somewhat familiar	01–94	95–97	98–99	100
Known	01–88	89–94	95–98	99–100
Not well known	01–76	77–88	89–96	97–100

DREAM PREPARATION

1st-level Conjuration

Classes cleric, warlock, wizard

Casting Time 4 hours (dreaming)

Range self

Components V, S

Duration 1 day or until expended

You dream of a magic academy, where you are taught to cast a spell you normally cannot.

You select one spell you are aware of to prepare in your dream. If the spell is one available to your class, it must be at least 1 spell level lower than the spell slot you use for *dream preparation*. If it is from a different class, it must be at least 3 spell levels lower than the spell slot you use for *dream preparation*.

You can cast the selected spell once over the next 24 hours without expending an additional spell slot. You must meet any other requirements to cast the spell (such as casting time, any expensive material required, and so on). While the spell acts normally for those that believe in it, it is only quasi-real. Any target of the spell is allowed a Wisdom saving throw in addition to any other saving throws the spell allows. On a successful save, the target completely ignores the spell (even if the spell has effects that do not normally allow saves – if you created a physical object with the spell and a target made the initial Wisdom save, that object does not exist for them). If the spell itself allows a save (even another Wisdom save), any target is allowed to make that as well.

A spell with a duration of instantaneous or permanent has any ongoing effects end when you next sleep for 1 or more hours, or 24 hours later, whichever comes first.

At Higher Levels: You can cast this spell using a higher-level spell slot in order to prepare more powerful dream spells.

DREAMBLADE

5th-level Necromancy

Classes bard, cleric, sorcerer, wizard

Casting Time: 8 hours (dreaming)

Range: special

Components: V, S

Duration: see text

You enter a sleeping trance that allows you to enter the dreams of another creature and draw both the target and yourself into a dream battle. At the beginning of the spell, you must name the subject whose dreams you wish to enter, or identify the target by some title that leaves no doubt as to identity. You then enter a trance and carry yourself and the target into a dream battle. The target is allowed a Wisdom save to prevent you from affecting it, though it is unaware of your effort to do so even if the save succeeds.

Once you and the target are in a dream battle, you fight. This is resolved through opposed checks. You and the target each pick one check to make. This may be a Strength check (representing pure combat skill); an Intelligence check (representing mental power), a Wisdom check (representing a flexible mind), or a Charisma check (representing force of personality within the dream). You gain advantage on your check. The highest total indicates victory in the dream-battle.

If you are victorious, your target experiences death (or some other horrible fate of your choice) within the dreamscape. The target wakes largely unharmed, but you may choose to impose one of the following effects:

- You learn about the target as if you have successfully made an appropriate skill check with a bonus equal to 20 + proficiency bonus + the highest of your Int, Wis, or Cha bonus.
- The target is frightened by you for 1d10 days.
- The target is cursed (as though affected by the *bestow curse* spell) for 1d1y per caster level.

If you are defeated in this combat, you are frightened (even if normally immune to the condition or mind-affecting spells) for 24 hours.

Once the combat ends, your mind returns instantly to your body. The duration of the spell is the time required for you to enter the target's dreams and finish the combat.

If the target is awake when the spell begins, you can choose to wake up (ending the spell) or remain in the trance. You can remain in the trance until the target goes to sleep, then attack the target within the *dreamblade* as described above. If you are disturbed during the trance you come awake, ending the spell. Creatures who don't sleep or don't dream cannot be targeted by this spell.

DREAM MAGIC

You are unaware of your own surroundings and of the activities around you while in the sleeping trance. You are defenseless both physically and mentally (always failing any saving throw other than those forced by your dream combat) while in the trance.

NIGHT SCHOOL

3rd-level Divination

Classes bard, cleric, warlock, wizard

Casting Time 6 hours (dreaming)

Range 30 feet

Components V, S

Duration 24 hours (or until target sleeps again)

You cast this spell while sleeping, and the target must also be asleep for the entire casting time. You create a dream school, with phantasmal instructors who teach the subject about a single topic or technique. The target becomes proficient with the skill or, if already proficient, gains advantage on checks with that skill. A target can only benefit from one *night school* at one time.

NIGHT TERRORS

6th-level Enchantment

Classes cleric, sorcerer, wizard

Casting Time 1 action

Range touch

Components V, S, M (a drop of black ink)

Duration 1 day/level (D)

The target of this spell must succeed at a Wisdom save, or it gains no benefit from normal or magical sleep, or any long rest, writhing in a series of nightmares that torture its psyche and diminish its ability to perform strenuous tasks. After each day that passes, the target must succeed at a Constitution save or gain one level of exhaustion.

The affected creature can attempt a new saving throw once per day to end night terrors, but multiple attempts to rest in a given day do not afford the target multiple saves. A creature that successfully saves against *night terrors* ends the spell and rests normally from that point on.

PROPHETIC DREAMS

3rd-level Divination

Classes bard, cleric, druid, warlock

Casting Time 6 hours (dreaming)

Range self

Components V, S

Duration 24 hours or until expended

You cast this spell while sleeping. Your dreams predict events that may occur during the next day. You have 2 prophecies you gain. Twice during the next 24 hours you can expend a prophecy as a reaction to gain one of the following benefits. You must declare you are using the bonus before the check or save is made, and can only select each benefit once during the day.

Advantage on one saving throw.

Advantage on one skill check.

Advantage on one initiative check.

PROPHETIC DREAMS, GREATER

5th-level Divination

Classes bard, cleric, druid, warlock

Casting Time 4 hours (dreaming)

Range self

Components V, S

Duration 24 hours or until expended

As *prophetic dreams*, except you can expend your prophecy five times over the next 24 hours, selecting the desired effect each time. If you choose to cast this spell twice in the same 8-hour sleep, you can expend your prophecy a total of ten times in 24 hours.

PROPHETIC DREAMS, LESSER

1st-level Divination

Classes bard, cleric, druid, warlock

Casting Time 8 hours (dreaming)

Range self

Components V, S

Duration 24 hours or until expended

As *prophetic dreams*, except you can only expend your prophecy once over the next 24 hours, for an effect of your choice.

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