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Now I lay me Down to Sleep



Minor Household Magic



52-IN-52

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Product Code: RGG5220August34

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NOW I LAY ME DOWN TO SLEEP

No one can be sure if household spells are the origin of more powerful magic or intentional mimicry of the tools of legendary heroes. Some point to the similarities between the verbal components and prayers whispered by parents as they tuck in their children. Others suspect the same capricious fey the wards were meant to repel were responsible for spreading and developing the powerful magic. But as adventurers travel miles from home, they find the same terrors that went bump in the night threatening the very balance of the cosmos. And the prayers and stuffed animals that protected them when they were dewy-eyed children are the same weapons that will save the world from the encroaching darkness.

Many household spells can be traced back to a family somnifer.

HOUSEHOLD MAGIC IN THE HOUSE

Obviously, most households lack a spellcaster powerful enough to cast a 4th level *bedtime guardian*. However, many parents and grandparents can manage one 1st-level household spell once per day, though household magic cast in this way by common folk have only a 50% chance of working on any given casting. Generally, the casting level for such minor house magic is equal to the number of people living in the home—hearth magic draws power from the household itself.

SOMNIFER

Spells presented in this book can be enhanced with the use of a somnifer. A somnifer is an item of personal value that can help someone fall asleep. For some, it is a personal effect like a stuffed animal, a childhood blanket, or even a favorite book stuffed under a pillow. For others, it's a cultural tradition, such as a dreamcatcher, a phylactery, or even a holy symbol embroidered pillowcase. A somnifer should be a masterwork item the character doesn't use in combat (except with spells that specifically call for a somnifer). Although many extravagant

adventurers will enchant their beloved somnifer with protective magic, there is nothing inherently magic about a somnifer. Confirming that an item is a somnifer would require watching the character sleep, or the ability to read a psychic imprint.

When a character has slept with the same somnifer for seven days, it becomes "attuned". Attuned somnifers have a psychic imprint, and effects that create a false psychic imprint can create a fake somnifer. A character may only attune themselves to a single somnifer. Attempting to attune yourself to more than one at a time only makes both objects a required part of the same whole. Some scholars speculate that a dragon's horde is one complex somnifer, perhaps explaining why some wyrmlin are so disturbed when even a single coin goes missing.

A somnifer will only remain attuned without being used as a sleep aid 24 hours for each full week spent sleeping with it. In other words, if you slept with your somnifer for one month, you would remain attuned to your somnifer for four days even if you lost it. A broken or destroyed somnifer must be repaired within that amount of time to retain attuned to it and does not provide benefits until it is returned to its normal state. You can attune to a broken object as a somnifer, but doing so breaks your former attunement, requiring you to attune to a broken somnifer as though it were a new object. In special cases, a GM can permit that more than one creature can attune to the same somnifer, but must sleep nearby observing the same rituals required to maintain a connection to that somnifer.

Using a somnifer to enhance the efficacy of spells carries some risk. If the target loses their somnifer, the spell's magic can backfire: the natural distress of losing one's comfort object resulting in negative consequences oftentimes contrary to the intended benefit of the spell. Furthermore, the *detect somnifer* spell can allow others insight into your character you may want to keep private. Nevertheless, there are innate benefits to using an attuned somnifer that many find to make it worth the risk of unnecessary exposure.

NOW I LAY ME DOWN TO SLEEP

BEDTIME GUARDIAN

School conjuration (summoning); **Level** bard 4, cleric 4, druid 4, occultist 4, oracle 4, psychic 4, skald 4, sorcerer 4, summoner 3, warpriest 4, witch 4, wizard 4

Casting Time 1 round

Components S, V

Range medium (100 ft. + 10 ft./level)

Targets one somnifer; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You channel the psychic imbue ment of an attuned somnifer, summoning its essence from the owner's dreamscape to manifest as a creature under complete control of its attuned owner. This spell functions as *Animate Object*, *Summon Monster 4*, or *Summon Animal 4*, using the form most appropriate for the somnifer, except the summon is under complete control of the attuned owner, and is always considered a fey instead of any other type. The same somnifer will always summon the same monster, with more complex and multi-part somnifers usually being those that can summon more than one creature.

If the somnifer is a single animated object, the object is of any size between small and large and is built with 4 construction points and 70 HP. If the somnifer is one or more outsiders, they will always share an alignment with its attuned owner, even if that conflicts with normal alignment subtypes. If the somnifer is one or more animals, they have the same Intelligence and Charisma as the attuned owner and can speak one language the owner knows.

The somnifer is a part of the summon for the duration of the spell. When the spell ends, the somnifer returns in the same square the summoned creature last occupied. If the summon is reduced to 0 HP or less, the somnifer returns broken and must be repaired before it can provide benefits as a somnifer (including use as a focus in *manifest somnifer*).

BOGEY WARD

School abjuration; **Level** arcanist 1, bard 1, cleric 1, druid 1, investigator 1, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, ranger 1, shaman 1, sorcerer 1, witch 1, wizard 1

Casting Time 1 minute

Components S

Range touch

Targets 1 creature/level

Duration 24 hours, see below

Saving Throw Will negates (harmless); **Spell Resistance** no

You say a prayer, recite a ritual, or even cuddle with the target to reassure them that the monsters who hide in the cover of darkness are powerless without fear. Subjects gain immunity to the spooked condition, and a 50% chance to negate the shaken and scared conditions. Any other effect with the fear descriptor affects them normally, and effects that ignore immunity to fear also ignore *bogey ward*. This spell's protective magic is easily broken when one has to act to face a legitimate threat, and the spell is dismissed 1 round after the target acts in combat.

Targets carrying or wearing an attuned somnifer gain a +2 morale bonus on saves against fear effects. Increase this to a +4 morale bonus on savings throws against fear effects created by fey. After the spell is dismissed, so long as the subject has their somnifer on their person, this morale bonus persists 1 round for every remaining hour of *bogey ward's* duration.

If a target with an attuned somnifer loses their somnifer while the spell is still active, the benefits of *bogey ward* are suppressed, and take a -2 penalty on saves against fear effects (increase this penalty to -4 against fear effects created by fey). This penalty lasts until the target is reunited with their somnifer, or when *bogey ward* would end.

CONVALESCENCE

School necromancy; **Level** bard 2, cleric 4, druid 4, investigator 2, medium 2, mesmerist 2, paladin 2, ranger 2, psychic 4, shaman 4, witch 4

Casting Time 10 minutes

Components S, V, M (a pinch of sand)

Range touch

Targets 1 willing creature/level

Duration 8 hours

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Creatures affected by this spell can completely relax their bodies and minds, as though they

had slept significantly longer. If a subject completes a full night's rest, it regains hit points, makes saving throws against ongoing afflictions (such as poison and disease), regains ability score points lost to ability damage, and attune to their somnifer as if the target had undergone three days of bed rest. Any interruption during the rest (such as being awoken) ends the effect of the spell on the awakened target. A creature may provide long-term care to a creature subject to *convalesce*.

Targets sleeping with an attuned somnifer instead treat the full night's rest as if the target had undergone days of bed rest equal to your caster level. The target must have been attuned to their somnifer before *convalesce* was cast.

If a target with an attuned somnifer loses their somnifer before they wake up, they do not benefit from *convalesce* and do not receive any hit point, ability score, or somnifer attunement benefits of having a full night's rest. The target takes a -2 penalty on any saving throws made against any ongoing afflictions. This penalty lasts until the target is reunited with their somnifer, or the duration of *convalesce* would expire.

DETECT SOMNIFER

School divination; **Level** druid 0, medium 0, mesmerist 0, occultist 0, psychic 0, shaman 0, spiritualist 0, witch 0

Casting Time 1 standard action

Components S, V

Range 40 ft.

Target 40-ft.-radius burst, centered on you

Duration instantaneous; see below

Saving Throw none; **Spell Resistance** no

You detect the presence of an attuned somnifer in your vicinity. This does not detect items that were merely in the presence of a sleeping creature for a week, but specifically those that help comfort the creature into a state of rest. You can also detect somnifers that have recently lost attunement with their owners, so long as they have only lost their attunement up to 1 week per caster level ago.

You can cast this spell and concentrate for 1 minute while in physical contact with a confirmed somnifer to receive details regarding the somnifer's

attuned owner. After 1 minute, you attempt a DC 10 Appraise check to determine the last time the somnifer's owner slept with the somnifer. You may attempt a DC 20 Appraise check to cast additional divination spells to determine the status of the owner the last time they slept, including alignment, appearance, and location when they slept. Using *Scrying* or similar magic can allow you to view the subject in their last dream, but the subject gets a +5 bonus on its Will save, as though they were on another plane. If you fail either check by 5 or more, the information you gain is false.

DREAMBOND

School divination; **Level** arcanist 5, bard 4, druid 3, medium 3, mesmerist 3, psychic 5, sorcerer 5, witch 5, wizard 5

Casting Time 1 standard action

Components S, V, M (one hair from each creature)

Range close (25 ft. + 5 ft./2 levels)

Targets you plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration 8 hours

Saving Throw none; see below; **Spell Resistance** no

You manifest a bond between your dreamscape and several willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the bond is bonded to all the others. The bond is not powerful enough that you can freely communicate with one another, but rather everyone in the bond is vaguely aware of the emotional state of one another during their sleep. Also, the bond sends a striking alarm to everyone who is still asleep if a member of the bond is jostled awake, allowing everyone in the bond a Perception check without the normal penalty for being asleep.

Creatures in the bond asleep with their somnifers can communicate in one another's dreamscapes for up to 10 minutes per caster level. Time spent in shared dreamscapes happens at the same rate as the plane the characters are asleep in. If a creature loses their somnifer while in another creature's dreamscape, they become trapped and can not wake until the somnifer is returned or they succeed at a Will saving throw. If they fail, they are allowed a new saving throw every 10 minutes.

NOW I LAY ME DOWN TO SLEEP

NIGHT SHIFT

School enchantment; **Level** arcanist 6, bard 4, cleric 6, investigator 4, medium 4, mesmerist 4, psychic 6, shaman 6, sorcerer 6, witch 6, wizard 6

Casting Time 10 minutes

Components S, V, M (diamond dust worth 100 gp), F (an hourglass worth 50 gp)

Range touch

Target 1 willing creature

Duration 8 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The caster pours diamond dust into a large hourglass, which slowly turns to sand as the lucid dreamer is cast into an ever-evolving dreamscape. The target experiences up to one day per caster level during which time it can perform any appropriate downtime or retraining activity that does not require the presence of other beings or tools it cannot access within the dream. Any interruption during the rest (such as being awoken) ends the effect of the spell on the awakened target.

Targets sleeping with an attuned somnifer can manifest one or more physical representations of their somnifer as a placeholder for a required instructor or contact, preparing for the activity in the real world and reducing the time this activity would take outside of a dream by up to 25%. An attuned somnifer may instead function as a placeholder for tools, instruments, or raw materials, providing a +5 circumstance bonus on its next Craft, Perform or Profession skill check to earn a living, make something, or practice a trade.

If a target with an attuned somnifer loses their somnifer before they awaken, they do not benefit from *night shift* and are fatigued when they wake up. The subject may recover from this fatigue by napping for twenty minutes with their recovered somnifer.

PILLOW TRICK

School illusion (glamer); **Level** arcanist 1, bard 1, investigator 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 1, sorcerer 1, witch 1, wizard 1

Casting Time 1 standard action

Components V, S, M (a down feather)

Range touch

Target pillow or somnifer

Duration 1 hour/level; see text

Saving Throw none; **Spell Resistance** no

As long as the target is covered by a sheet, blanket, or comforter, it resembles the size and shape of the creature who last used the pillow or somnifer. The illusion copies the sounds, smells, and temperature of the creature, acting as though it were sleeping, comatose, or in a similar dormant state chosen by the caster. Removing the covers dismisses the spell. A creature that interacts with the glamer may attempt a Will save to recognize it as an illusion.

If the target is an attuned somnifer, this spell has a duration of 8 hours. The attuned owner of the somnifer must remain within 20 feet of the somnifer, and sleeping within 20 feet of the somnifer is enough to keep the subject attuned for one night, even if the spell is dismissed before the owner wakes up.

If a target with an attuned somnifer loses their somnifer while *pillow trick* is active, it will take them twice as long to attune to a new somnifer. Recovering the original somnifer ends this condition, even if you are no longer attuned to that somnifer.

PILLOW TRICK, GREATER

School illusion (glamer); **Level** arcanist 3, bard 2, investigator 2, medium 2, mesmerist 2, occultist 2, psychic 3, shaman 4, sorcerer 3, witch 3, wizard 3

Casting Time 1 standard action

Components V, S, M (a down feather)

Range touch

Targets one pillow or somnifer/2 levels

Duration 1 hour/level; see text

Saving Throw none; **Spell Resistance** no

This spell functions like *Pillow Trick*, except targets do not need to be covered. A successful Will save only allows a creature to recognize the glamer on targets they interacted with as an illusion, not all targets of the spell.

If a target with an attuned somnifer loses their somnifer while *greater pillow trick* is active, all remaining glamers are suppressed until the somnifer is recovered (in addition to the normal penalty associated with losing your somnifer while benefiting from *pillow trick*).

PROTECTIVE LULLABY

School abjuration; **Level** arcanist 3, bard 2, cleric 3, druid 3, investigator 2, medium 2, mesmerist 2, paladin 2, psychic 3, shaman 3, sorcerer 3, witch 3, wizard 3

Casting Time 1 minute

Components V, S

Range 30 feet

Targets you plus 1 creature/level

Duration 8 hours

Saving Throw Will negates (harmless); **Spell**

Resistance no

You ward the target's minds and souls using a traditional lullaby to protect them in their sleep. While sleeping, the targets gain spell resistance equal to 10 + your caster level against mind-affecting effects and spells and abilities that target sleeping creatures. Also, effects that are triggered by or must specifically target a sleeping or helpless creature have a 50% chance of failure against subjects of this spell.

Targets sleeping with an attuned somnifer instead gain spell resistance equal to 15 + your caster level against mind-affecting effects and spells that target sleeping creatures, and immunity to effects that are triggered by or must specifically target a sleeping or helpless creature.

If a target with an attuned somnifer loses their somnifer before the next time they go to sleep, the benefits of *protective lullaby* are suppressed and the target takes a -2 penalty on saving throws against mind-affecting effects and spells and abilities that target sleeping creatures. This penalty lasts until the target is reunited with their somnifer, or the duration of *protective lullaby* would expire.

SWEET DREAMS

School enchantment; **Level** arcanist 0, bard 0, cleric 0, medium 0, mesmerist 0, psychic 0, shaman 0, sorcerer 0, witch 0, wizard 0

Casting Time 1 standard action

Components S, V, F (somnifer)

Range touch

Target creature

Duration 8 hours

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The next time the target sleeps (within the next 8 hours), they dream of a fantastic meeting, such as a garden party of tea and sweets, with a physical manifestation of their somnifer. The food does not confer any nutritional benefit, but the time spent helps them feel closer with their somnifer. Treat that night as though it were three full nights of rest for purposes of attuning to their somnifer, even if the somnifer is physically removed at some point during the rest.

Targets sleeping with an attuned somnifer can instead deepen an existing bond. They remain attuned to and are considered to have their somnifer on their person for up to 1 day per caster level. If a target with an attuned somnifer loses their somnifer before they awaken, they do not benefit from *sweet dreams* and their dream becomes a nightmare. They are in a foul mood the next day and take a -1 penalty on Cha-based skill checks until they have 8 hours of complete rest, or are reunited with their somnifer.

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