

# The Genius Guide to: DREAM MAGIC



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

There's something magical about dreams. In them we can be and do anything our minds can conceive, the laws of nature hold no sway, and despite the fact that they seem as real as the waking world you walk through, there are no consequences for any of the actions you take or injuries you may suffer. Dreams are real, yet unreal—which is also a perfect description of magic as you are ever likely to find. So it makes perfect sense to find a way to blend the two together for use in the *Pathfinder Roleplaying Game*.

Dreams have often been associated with prophesy and other supernatural powers. People say they are sometimes visited in their dreams by the spirits of the dead, the forces of nature, and even the gods themselves. Upon waking, one's head is often filled with inexplicable information, and stories persist of people even bringing important items back with them from their dreams. Bad dreams can haunt us during our waking hours and particularly powerful nightmares can sometimes cause us to injure ourselves while we sleep or even make sleep impossible entirely.

In fantasy fiction, the realm of dreams is often a real place that exists beyond the mortal world—somewhere that our minds wander when we sleep, and that we can physically travel to if we open the right magical doors. Different versions of this dream realm can be seen in books and movies (and a suggested reading/viewing list is provided at the end of this volume), but perhaps the most influential is H.P. Lovecraft's Dreamlands—a place where whole lives are lived, destinies forged, without most residents ever even being aware of our "real" world.

While dreams play a strong role in fantasy fiction, they are underserved in terms of game rules. *The Genius Guide to Dream Magic* provides a way to bring the power and influence of dreams into your campaign in a more than superficial way. It contains a collection

of new spells (many of which feature the new [dreaming] descriptor) plus a sorcerous bloodline, clerical domain, and wizard specialty that focus on this new dream magic. It also describes the Dreamscape—an ever-changing demiplane where dreamers, and sometimes waking characters, can go—and the creatures that call it home.

## THE DREAMING DESCRIPTOR

Spells with the dreaming descriptor cause specific (magic-induced) dreams in their targets. As a result, they only affect subjects that sleep and dream at some point during the spell's duration. Dreaming spells either require the subject to be asleep when the spell is cast (sometimes allowing the caster to remain in a trance during casting, waiting for the target to nod off), or have a lengthy duration (with the spell effect not kicking in until the target falls asleep). Many dreaming spells have effects that continue after the subject awakens, but all require that the subject has slept and experienced the spell-induced dreams before their effects begin to manifest.

Creatures that do not sleep and dream are immune to dreaming spells unless some other magic has removed their sleepless state (see *drowse*, later in this volume). If a dreaming spell is cast on a nonsleeping target it may be negated by abilities such as *dispel magic* before the target goes to sleep, preventing the target from ever suffering its effects. Note that immunity to magic sleep is not the same as immunity to magic dreams once you are asleep—elves have no special immunity to dreaming spells.

There is a limit to how many dreaming spells a target can be affected by in a single night's sleep. Each night, a character can only

be affected by a number of dreaming spells equal to his Wisdom bonus (minimum 1) +1 per 4 full character levels (+1 at 4<sup>th</sup> level, +2 at 8<sup>th</sup> level, and so on). Harmful dreaming spells can prevent a subject from receiving the benefits useful dreaming spells. If a creature is targeted by more dreaming spells than his maximum, he is affected first by spells that lack the harmless quality from highest spell level to lowest, and then harmless dreaming spells (also by level). Spells in excess of the creature's maximum have no effect, though they are not dispelled. If the dreaming spells have a long enough duration, they may still affect the target on his next night's sleep.

The most common dream-related spell from the *Pathfinder Roleplaying Game Core Rulebook*, *dream*, should be considered to have the dreaming descriptor, but only for the spell's designated messenger. The creature given a message through the *dream* spell isn't a target of the spell's magic, and thus it does not count toward his total number of dreaming spells in a night. The *nightmare* spell should also be considered to have the dreaming descriptor (and, like all dreaming spells that are not harmless, will affect a that character before more beneficial dreaming spells). The spells *sleep* and *deep slumber* are related to dreams through their connection to sleep, but are not dreaming spells.

Not every spell in *The Genius Guide to Dream Magic* has the dreaming descriptor. Like the *sleep* spell from the core rules, some of the spells presented are related to sleep and dreams without being dreaming spells.

## THE DREAMSCAPE

The Dreamscape is a demiplane, a quasi-real place that borders the material, ethereal, and shadow planes of existence. So thin are the walls of reality between the Dreamscape and the neighboring planes, creatures in those realities sometimes cross into the Dreamscape while sleeping and, upon waking, mistake their memories of it's fluid reality for figments of their own unconscious imaginations. While not every dream a creature remembers is a memory of events that took place the Dreamscape, many of the most vivid and detailed often are (including the most terrifying of nightmares). Though it possesses some measure of independent reality, the Dreamscape is strongly shaped by the expectations and desires of creatures who find their ways there through their own dreams.

Most creatures that visit the Dreamscape are not aware they are doing so, and endure no particular consequences as a result of their trip. Even if they find themselves in harm's way within the Dreamscape, most dreamers are not solidly enough within the demiplane to suffer enduring effects after waking in the material plane. Thus if a town blacksmith happens to slip into the Dreamscape and undergoes a horrific encounter where *he* is laid on an anvil and hammered into a new shape, even if he dies in the Dreamscape he wakes in the normal world with nothing more than an elevated heart rate.

However, some denizens of the Dreamscape are powerful enough to

inflict lasting harm on those who drift into their realm (see the *nocnista* entry in the “Dreamlander” template, later in this volume), and some travelers enter the realm deeply enough to bear any effects or repercussions with them back to the material plane. Additionally, some magics allow travelers to enter the Dreamscape physically, forcing them to face its dangers with the normal consequences of combat and injury. In the core rules, *plane shift* can be used to physically reach the Dreamscape with a properly attuned forked metal rod. Within this volume *morpheus* may also be used for such trips.

A creature visiting the Dreamscape suffers an unfortunate set of limitations, caused by the mutable nature of the demiplane. Only creatures able to consciously impose their will on the ever-shifting semi-reality of the Dreamscape can even come close to functioning normally. Manipulating the Dreamscape in this way is dependent on an understanding of the demiplane and how it works, represented by the Knowledge (the planes) skill. Non-natives who enter the demiplane suffer the following limitations:

- The skill bonuses of a creature not native to the Dreamscape are limited by that creature’s Knowledge (planes) bonus. Creatures need not be trained in Knowledge (the planes), though clearly it’s helpful. This is an absolute cap, and even circumstance and magical bonuses cannot exceed it. Thus an 8<sup>th</sup> level rogue with Bluff +12, Climb +11, Disable Device

+14, Knowledge (planes) +1, Sleight of Hand +14, and Stealth +14 finds himself constantly stymied by the shifting reality of the Dreamscape, as he finds he has only a +1 total bonus in all of his skills due to his weak Knowledge (planes) skill. Fortunately for dream-travelers, this limitation can be overcome with the *lucid dreamer* spell (detailed in this volume).

- It is impossible for creatures not native to the Dreamscape to become ethereal, insubstantial, or teleport within the Dreamscape. Any magic that requires access to other planes automatically fails

within the Dreamscape. (The exceptions to this rule are *plane shift* and similar magics that can move subjects out of the Dreamscape entirely.) It is possible to duplicate the effects of teleportation, etherealness, and insubstantiality with more powerful magics (such as *limited wish*, *miracle*, and *wish*).

- If a nonnative travels to the Dreamscape in a dream (either accidentally or through the use of spells), its physical body remains behind and is as vulnerable as any normal sleeping creature. A dream-form appears within the Dreamscape. This dream-form has the appearance of however the creature



pictures itself, though all its skills, abilities, and knowledge remain the same as normal. The visiting creature disappears and returns to its native plane when its dream-form loses consciousness, whether knocked out or from falling asleep. Normally a nonnative who enters the Dreamscape through dreams cannot suffer any permanent effects during the visit. If killed, the dreamer awakens safely in its own bed. Any hit point damage it suffered becomes nonlethal damage, and heals at the normal rate. Ability point damage, lost items, and curses without durations don't follow the dreamer into his waking life, ending once he regains consciousness. A very few creatures of the Dreamscape can permanently harm those who travel there in dreams (see the *nocnista* entry of the "Dreamlander" template, near the end of the volume).

- A nonnative that travels physically to the Dreamscape cannot sleep, and receives no natural healing (though magic healing works normally). Spellcasters can regain spell slots once every 24 hours by taking an hour to meditate and making a DC 20 concentration check. Any effects the physical traveler suffers, including death, have the same permanence as if suffered on his home plane.

## TRAVELING TO THE DREAMSCAPE

The easiest way to travel to the Dreamscape is to use a spell to do so. Each spell capable of taking subjects to the Dreamscape specifies whether the target travels there in a dream or physically and how long the trip lasts. Some spells (such as *lucid dreamer*) can aid a traveler once he is in the Dreamscape, but have no

power to take him there. The *plane shift* spell can carry travelers physically to the Dreamscape.

Creatures with an Intelligence of 3 or higher sometimes drift into the Dreamscape in their dreams naturally, and believe the experience to be nothing more than particularly vivid and well-remembered dreams. There is a base 1% chance of a creature entering the Dreamscape when dreaming. A character with 10 ranks of Knowledge (planes) and 10 ranks of Spellcraft may attempt to intentionally enter the Dreamscape through dreams. The percent chance of this succeeding is equal to the characters total bonus in these two skills. Thus a character with Knowledge (planes) +12 and Spellcraft +15 has a 27% of intentionally entering the Dreamscape through his dreams.

## CREATURES OF THE DREAMSCAPE

The Dreamscape is populated with creatures that shift and morph in appearance, and may not realize they are native to an only semi-real plane of existence. Any outsider may be native to the Dreamscape, as may any creature with the *Dreamlander* template (presented near the end of this volume).

For the most part, creatures of the Dreamscape are as varied in their goals, abilities, and ethics as are creatures of the material plane. However, very few are lawful and significantly more are neutral or evil than good. A few truly malevolent creatures exist within the Dreamscape, who delight in tormenting sleeping creatures from other realms.

# NEW SPELLS

## BARD SPELLS

### 1ST-LEVEL BARD SPELLS

**Unbroken Night<sup>M</sup>:** Target can get restful sleep in any non-hostile environment even if wearing armor or sleep is interrupted.

### 2ND-LEVEL BARD SPELLS

**Doze<sup>M</sup>:** Remain aware of surroundings while sleeping.

**Drowse<sup>M</sup>:** Allow a creature that normally doesn't sleep to sleep and dream if it wants to.

**Lucid Dreamer<sup>M</sup>:** Control your dreams and use skills normally in the Dreamscape.

**Oneirmancy:** Spy on another creature's dreams, granting a temporary bonus to Wis- and Cha-based checks against that creature.

### 3RD-LEVEL BARD SPELLS

**Dream, Lesser:** You send a 5-word message to anyone sleeping.

**Dream Warriors<sup>M</sup>:** Guardian creatures accompany you in your dreams.

### 4TH-LEVEL BARD SPELLS

**Phantasos:** Find a dream-object while you sleep, then maintain it in the waking world.

### 6TH-LEVEL BARD SPELLS

**Dream Greater:** You or messenger can have a conversation with anyone sleeping.

**Fel Sleep:** Target falls asleep and has disturbing nightmares that leave it shaken.

**Morpheus<sup>M</sup>:** Teleport to a distant location after 8 hours of sleep.

**Phobator:** Pull a sleeping creature into the Dreamscape and attack it.

## CLERIC SPELLS

### 3RD-LEVEL CLERIC SPELLS

**Hibernate:** Receive needed food, drink, and air while sleeping.

## DRUID SPELLS

### 0-LEVEL DRUID SPELLS

**Unbroken Night<sup>M</sup>:** Target can get restful sleep in any non-hostile environment even if wearing armor or sleep is interrupted.

### 1ST-LEVEL DRUID SPELLS

**Drowse<sup>M</sup>:** Allow a creature that normally doesn't sleep to sleep and dream if it wants to.

### 2ND-LEVEL DRUID SPELLS

**Dream Warriors<sup>M</sup>:** Guardian creatures accompany you in your dreams.

**Hibernate:** Receive needed food, drink, and air while sleeping.

## SORCERER/WIZARD SPELLS

### 1ST-LEVEL SORCERER/WIZARD SPELLS

#### *Enchantment*

**Lucid Dreamer<sup>M</sup>:** Control your dreams and use skills normally in the Dreamscape.

**Unbroken Night<sup>M</sup>:** Target can get restful sleep in any non-hostile environment even if wearing armor or sleep is interrupted.

#### *Transmutation*

**Doze<sup>M</sup>:** Remain aware of surroundings while sleeping.

**Drowse<sup>M</sup>:** Allow a creature that normally doesn't sleep to sleep and dream if it wants to.

### 3RD-LEVEL SORCERER/WIZARD SPELLS

#### *Divination*

**Oneirancy:** Spy on another creature's dreams, granting a temporary bonus to Wis- and Cha-based checks against that creature.

#### *Enchantment*

**Dream Warriors<sup>M</sup>:** Guardian creatures accompany you in your dreams.

#### *Illusion*

**Dream, Lesser:** You send a 5-word message to anyone sleeping.

### 4TH-LEVEL SORCERER/WIZARD SPELLS

#### *Abjuration*

**Hibernate:** Receive needed food, drink, and air while sleeping.

#### *Conjuration*

**Phantasos:** Find a dream-object while you sleep, then maintain it in the waking world.

### 5TH-LEVEL SORCERER/WIZARD SPELLS

#### *Necromancy*

**Phobetor:** Pull a sleeping creature into the Dreamscape and attack it.

#### *Transmutation*

**Morpheus<sup>M</sup>:** Teleport to a distant location after 8 hours of sleep.

### 6th-Level Sorcerer/Wizard Spells

#### *Enchantment*

**Fel Sleep:** Target falls asleep and has disturbing nightmares that leave it shaken.

### 7TH-LEVEL SORCERER/WIZARD SPELLS

#### *Illusion*

**Dream, Greater:** You or messenger can have a conversation with anyone sleeping.



## NEW SPELLS

### DOZE

**School:** transmutation [dreaming]; **Level:** bard 2, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of tea)

**Range:** long (400 ft. + 40 ft./level)

**Target:** one creature

**Duration:** 24 hours

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

A *doze* spell allows its subject to sleep but remain fully alert. The subject dreams of the events actually occurring in the environment around his body, allowing him to see and hear normally as if he were awake. The subject cannot move his location, call out, or use equipment while sleeping—he is still physically asleep—but can choose to wake up as a swift action. Upon waking the character is fully alert and ready for action (though still in the same position he was while sleeping, likely prone).

### DREAM, GREATER

**School:** illusion (phantasm)[mind-affecting];

**Level:** bard 6, sorcerer/wizard 7

**Casting Time:** 1 minute

**Components:** V, S

**Range:** unlimited

**Target:** one living creature touched

**Duration:** see text

**Saving Throw:** none; **Spell Resistance:** yes

You, or a messenger you touch, can have a conversation with another creature in the form of a dream. At the beginning of the spell, you must name the recipient or identify

him by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and may converse with the recipient. The conversation can last up to five minutes, and both messenger and recipient remember it perfectly upon waking. The communication is two-way—the recipient can ask questions or offer information. This spell does not compel the recipient to react to the messenger's efforts to begin a conversation, allowing the recipient to ignore the messenger if desired.

Both messenger and recipient appear in an idealized form within the dream—well dressed, healthy, and alert regardless of their true physical conditions. The messenger cannot observe the dreams of the recipient nor gain any information the recipient does not voluntarily offer.

Once the conversation ends, the messenger's mind returns instantly to his body. The duration of the spell is the time required for the messenger to enter the recipient's dream and hold the conversation.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and hold the conversation as described above. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of his own surroundings or nearby activities while in

the trance. He is defenseless both physically and mentally (always failing any saving throw) while in the trance.

### DREAM, LESSER

**School:** illusion (phantasm)[mind-affecting]; **Level:** bard 3, sorcerer/wizard 3

**Casting Time:** 1 minute

**Components:** V, S

**Range:** unlimited

**Target:** you

**Duration:** see text

**Saving Throw:** none; **Spell Resistance:** yes



This functions as the *dream* spell, except only you may be the messenger (you cannot designate another creature to deliver your message), and the message must be five words or less.

### DREAM WARRIORS

**School:** enchantment [dreaming]; **Level:** bard 3, druid 2, sorcerer/wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a scrap of parchment with a line from a nursery rhyme)

**Range:** personal and close (25 ft. +5 ft./2 levels)

**Target:** one willing creature/2 levels (see text)

**Duration:** 8 hours/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

In your dreams, you are accompanied by guardian creatures. You may select any creatures from a *summon nature's ally* spell of a level equal to half your caster level or less. Thus a 6th-level wizard can select any creatures from *summon nature's ally I, II, or III*. These creatures stay with you any time you are asleep during the spell's duration, even if you sleep and wake up one or more times.

If you are in the Dreamscape, these guardian creatures can fight for and protect you normally. If you are not in the Dreamscape, they grant you a +4 bonus to saves against any [dreaming] spell.

### DROWSE

**School:** transmutation; **Level:** bard 2, druid 1, sorcerer/wizard 1

**Casting Time:** 1 standard action

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

**Range:** long (400 ft. + 40 ft./level)

**Target:** one creature

**Duration:** 1 day/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

If the target of this spell is normally unable to sleep, it gains the ability to sleep if it wishes. The subject is not forced to sleep, nor does it suffer fatigue if it chooses not to sleep. It simply gains the ability to sleep (and dream) as a human does. This spell has no effect on creatures already normally able to sleep. The spell does not overcome environmental or magic effects that might make sleep difficult or impossible, even for creatures normally able to sleep.

### FEL SLEEP

**School:** enchantment (compulsion)[fear, mind-affecting]; **Level:** bard 6, sorcerer/wizard 6

**Casting Time:** 1 standard action

**Components:** S

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

**Target:** one creature

**Duration:** one minute/level (see text)

**Saving Throw:** Will partial (see text); **Spell**

**Resistance:** yes

The target of this spell falls into a deep slumber. Sleeping creatures are helpless. If the affected creature is wounded or slapped (a standard action that counts as a use of

the aid another action) it gains an additional Will saving throw at the same DC, with success indicating the target awakens. Noise and similar minor distractions have no effect on a sleeping victim of *fel sleep*. The spell may not be used to target creatures that do not naturally sleep (including constructs and undead creatures).

While the target sleeps, it suffers horrendous nightmares. So terrifying are these that after being awoken (either by the spell's duration ending or through the actions of an ally) the target of *fel sleep* is shaken. This condition lasts until the target receives a full night's uninterrupted sleep.

A target that makes its initial saving throw against *fel sleep* still suffers a flash of horrific visions and a brief wave of weariness. The target is shaken for one round per level of the caster. A creature that is already shaken is not affected by *fel sleep* if it makes its Will save.

### HIBERNATE

**School:** abjuration [dreaming]; **Level:** cleric 3, druid 2, sorcerer/wizard 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** touch

**Target:** creature touched

**Duration:** 1 day/level

**Saving Throw:** none (harmless); **Spell**

**Resistance:** yes (harmless)

The subject gains the ability to sleep for long periods of time. While sleeping, the target dreams of lounging in a comfortable dwelling with plentiful access to food, water, and similar creature comforts. The subject may decide to sleep for up to 1 to 12 hours at a time (in 1-hour increments), waking naturally at the end of each designated sleep period. The target may sleep

as often as it wishes, but only recovers spells and other daily abilities after the first 8-hours of sleep each day. The subject must wait at least 1 minute between bouts of sleep.

While sleeping, the target is sustained as if it had access to the food and water it requires to thrive. As long as the subject sleeps at least 8 hours a day under the effects of this spell, it does not suffer starvation or thirst. Indeed, the target even receives air and breathes normally while sleeping under the effects of *hibernate*, though the target still needs a normal amount of air when awake. (If the target awakens into an airless environment, it is considered to have taken a breath just before waking, and can hold that breath for the normal duration of 2 rounds per point of Constitution.)

### LUCID DREAMER

**School:** enchantment [dreaming]; **Level:** bard 2, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of colored sand)

**Range:** long (400 ft. + 40 ft./level)

**Target:** one creature

**Duration:** 24 hours

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

The target of this spell gains total control over his dreams. While having normal (nonmagical) dream, the subject can control what he experiences in every way he wishes. After waking from such dreams, the subject gains a +2 moral bonus on all ability checks and skill checks for the remainder of the spell's duration. He also gains a +4 bonus to saving throws against spells with the [dreaming] descriptor.

Additionally, if the subject of a *lucid dreamer* spell finds himself in the Dreamscape, he can use his skills normally, without being limited to a total bonus equal to his Knowledge (the planes) skill. (See the "Dreamscape" above for details on traveling to and from this demiplane).

### MORPHEUS

**School:** transmutation [dreaming, teleportation]; **Level:** bard 6, sorcerer/wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a feather)

**Range:** personal and close (25 ft. +5 ft./2 levels)

**Target:** one willing creature/2 levels (see text)

**Duration:** 24 hours or until discharged

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

This spell allows you to travel through your dreams, taking objects and willing creatures with you. You may use this spell on just yourself, or on yourself and willing subjects, or on willing subjects without affecting yourself. Medium or smaller subjects count as one creature, Large subjects count as two creatures, Huge creatures as four, Gargantuan as eight, and Colossal as sixteen. Any creature affected by the spell must be within the spell's range from the time you cast the spell until it is discharged. If a subject is outside this range at any time, it is no longer transported by the spell when it is discharged. You and each subject can carry objects up to a heavy load.

This spell has no immediate effect when cast, as it remains dormant until you fall asleep. Once you are asleep, you and all other targets of the spell who are currently sleeping dream of growing wings and flying calmly across a cloudy skyscape for several hours. After you have had eight hours of sleep, the spell discharges and you and all targets who are asleep at that moment are teleported to a distant location of your selection. You all arrive awake, upright, and ready for action. If your sleep is interrupted you can go back to sleep to finish the sleep required by the *morpheus*, but you must add one hour to the total amount of sleep needed to discharge the spell.

The destination of a *morpheus* spell must be a place that is well-known to you or one of the spell's subjects. The destination may be as far away as 50 miles per caster level from the location when you cast the spell. This spell will not teleport any of the targets to another plane of existence than the one you started on. The sole exception to this is travel to and from the Dreamscape, which may be accessed by this spell if you or a subject of the spell have been there previously. If used in this way, *morpheus* takes the subjects physically to the Dreamscape.

## ONEIRMANCY

**School:** divination [dreaming, mind-affecting]; **Level:** bard 2, sorcerer/wizard 3

**Casting Time:** 1 minute

**Components:** V, S

**Range:** unlimited

**Target:** you

**Duration:** see text

**Saving Throw:** see text; **Spell Resistance:** yes

You can enter a sleeping trance that allows you to witness the dreams of another creature, thus gaining some insight into that creature's motivations and desires. At the beginning of the spell you must name the subject you wish to witness the dreams of, or identify the subject by some title that leaves no doubt as to identity. You then enter

a trance and witness the subject's dreams. The subject is allowed a special Will save to prevent you from witnessing its dreams, though it is unaware of your effort to do so even if the save succeeds. The DC of this save is 10 + your caster level + your Charisma modifier, rather than your normal spell save DC. If the subject has spell resistance, you must overcome it normally.

If you witness the subject's dreams for at least an hour, you may make a Sense Motive check to get a deeper understanding of the subject. If this check succeeds, you gain a circumstance bonus to all Wisdom- and Charisma-based checks you make regarding the subject for 24 hours after the spell's duration. This bonus is equal to half your caster level.

Once the subject stops dreaming, your mind returns instantly to your body. The duration of the spell is the period of time between when you enter your trance and when the subject awakens.

If the subject 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 subject goes to sleep, then witness the subject's dreams 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.

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) while in the trance.

## PHANTASOS

**School:** conjuration [creation, dreaming]; **Level:** bard 4, sorcerer/wizard 4

**Casting Time:** 1 standard action

**Components:** V

**Range:** personal and close (25 ft. +5 ft./2 levels)

**Targets:** one willing creature/2 levels (see text)

**Duration:** 1 day/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

You can use your dreams to find an item you want and return with it in hand when you awake. This dream-object continues to exist for the duration of the spell, though any time you sleep you may swap it out for another item. 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 your heavy load. 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. A DC 10 Appraise or Spellcraft check reveals a dream-object to be a temporary magic construct of no intrinsic value.



## PHOBETOR

**School:** necromancy [dreaming, mind-affecting]; **Level:** bard 6, sorcerer/wizard 5

**Casting Time:** 1 minute

**Components:** V, S

**Range:** unlimited

**Target:** one living creature

**Duration:** see text

**Saving Throw:** see text; **Spell Resistance:** yes

You enter a sleeping trance that allows you to enter the dreams of another creature and draw both the target and yourself into the Dreamscape. At the beginning of the spell, you must name the subject whose dreams you wish to witness, 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 the Dreamscape through your dreams. The target is allowed a special Will save to prevent you from affecting it, though it is unaware of your effort to do so even if the save succeeds. The DC of this save is 10 + your caster level + your Charisma modifier, rather than your normal spell save DC. If the target has spell resistance, you must overcome it normally.

Once you and the target are in the Dreamscape, you may attack it. No other kind of communication between you and the subject is possible. You both are at full health and have all the equipment you carried on your person during most over the past 24 hours. All the normal limitations of the Dreamscape apply (see "The Dreamscape" above). If the GM does not wish to run an actual combat, he may instead call for each combatant to make a Knowledge (planes) check, with the highest total indicating 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 does suffer the shaken condition for 24 hours. Additionally the target is cursed (as though affected by the *bestow curse* spell) for that same period. If you are defeated in this combat, you suffer a curse (randomly selected from the options listed in *bestow curse*) 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 Dreamscape 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.

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.

## UNBROKEN NIGHT

**School:** enchantment [dreaming]; **Level:** bard 1, druid 0, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a thread from a blanket or sheet)

**Range:** long (400 ft. + 40 ft./level)

**Target:** one creature

**Duration:** 24 hours

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

The subject of this spell enjoys pleasant dreams of peace, comfort, and harmony. This allows the subject to sleep deeply and easily even in uncomfortable or chaotic circumstances. The subject may sleep normally in medium or heavy armor. Interruptions in the subject's sleep (even waking up and having a combat) do not increase the total amount of time the subject needs to sleep to be rested. (Thus a wizard under the effect of *unbroken night* could sleep for four hours, be awoken for three hours to deal with a group of rakshasa assassins, and still only need four more hours sleep before being able to prepare spells for the next day). AS a general rule, subjects of this spell can sleep in any environment that doesn't deal damage to them.

## NEW OPTIONS

With the addition of the Dreamscape demiplane and new [dream] and [sleep] spells, it's only natural that some spellcasting classes have more dream- and sleep-related options. Presented below are the sleep domain (for clerics and druids), the Dreamscape bloodline (for sorcerers), the nightmare specialist (for wizards), and a new monster option—the dreamlander template—to represent creatures native to the Dreamscape.

### SLEEP DOMAIN

The sleep domain is common among gods of rest, healing, dreams, magic, and illusion. You respect the power of being well-rested and the dreams that come with it. It is occasionally associated with gods of the afterlife, mainly because of the belief that sleep and death are related. This is much more common with deities who grant the repose domain than those who grant the death domain. Druids may select the sleep domain with the nature bond ability.

**Granted Powers:** You see sleep as both a tool and a weapon, able to restore energy to the tired, or bring down the mightiest foe.

*Lethargy (Su):* Your touch can make a living creature suffer waves of weariness, pushing it toward sleep. Creatures that do not need sleep are immune to this ability. As a standard action you make a melee touch attack. On a successful attack your target is fatigued for 1d6 rounds. This ability cannot cause a creature already fatigued to become exhausted. You may use this ability

a number of times per day equal to 3 + your Wisdom modifier.

*Restful Aura (Su):* You add your Wisdom modifier to the number of HD of creatures you affect with *sleep* and *deep slumber* spells.

*Nap (Su):* At 8th level, you gain the power to bestow the benefits of a full night's sleep on a subject unable to dedicate enough time for it. You can touch a subject, who then gains the benefits of 8 hours of sleep if he sleeps at least 1 hour within the next day. You can use this ability once per day, you gain an additional daily use at 12th, 16th, and 20th levels.

**Domain Spells:** 1st—*unbroken night\**, 2nd—*sleep\**, 3rd—*doze\**, 4th—*deep slumber*, 5th—*dream*, 6th—*fel sleep\**, 7th—*morpheus*, 8th—*phantasos\**, 9th—*temporal stasis*.

\*New spell, detailed in this volume.

### DREAMSCAPE BLOODLINE

The Dreamscape bloodline is designed for characters with ties to the Dreamscape and the powers of dreams and sleep. It is most common among sorcerers who are descended from a creature native to the Dreamscape, though legends also tell of children of fey having similar abilities. Because some of your progenitors came from an ever-changing extraplanar realm you also have a high level of self-control, and some link to the planar travel and summoning (especially regarding the astral and shadow planes).

**Class Skill:** Knowledge (planes)

**Bonus Spells:** *lucid dreamer\** (3rd), *dream warriors\*\** (5th), *oneirmancy\** (7th), *phantasos\**



(9th), *dream* (11th), *fel sleep*\* (13th), *greater dream*\* (15th), *greater shadow evocation* (17th), *astral projection* (19th).

\*New spell, detailed in this volume.

\*\*For Dreamscape bloodline sorcerers, treat this as a 2nd level arcane spell.

**Bonus Feats:** Augment Summoning, Blind-Fight, Combat Casting, Deceitful, Improved Familiar, Iron Will, Magical Aptitude, Persuasive, Self-Sufficient, Skill Focus, Spell Focus, Stealthy.

**Bloodline Arcana:** Your aptitude with phantasm and daydreams grants you a +1 bonus to the save DC of all illusions spells you cast.

#### **Bloodline Powers:**

*Dream Evocation (Sp):* You tap energy from the Dreamscape to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell. You must spend a spell slot one level higher than the evocation spell you wish to emulate, and meet all the emulated spell's prerequisites and components normally. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save to disbelieve the illusion. (The Will save DC is 10 + level of the spell you are emulating + your Charisma modifier). Each disbelieving creature takes only one-tenth normal damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-tenth as strong (if applicable) or only 10% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows.

Objects automatically succeed on their Will saves against the spell you emulate.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Dream Warden (Su):* At 3rd level, whenever you are the target of a spell with the [dreaming] descriptor, you may choose to contest the spell prior to it taking effect. This occurs in your dreams, and takes the form of a combat between yourself and the dream. The GM may make this a simple caster level check (1d20 + your caster level + 4 vs. a DC of 10 + caster level of the [dreaming] spell attempting to affect you) or, at his discretion, may require you to play through a dream-combat with a creature of a CR equal to the caster level of the dreaming spell -4.

Additionally, beginning at this level you do not suffer the normal penalties for being a nonnative while within the Dreamscape.

*Dream Walk (Su):* At 9th level you can travel through your dreams, taking allies with you if desired. This functions as the *morpheus* spell (detailed above), except you add your Charisma modifier to your caster level. At 9th level you can use this ability once per day. You gain one additional use at 17th level, and one at 20th level.

*Dream Conjunction (Su):* At 15th level you can pull creatures and objects from your dreams to fight for you as quasi-real manifestations of your will. Your dream conjunction can mimic any sorcerer or wizard conjunction (summoning) or

conjunction (creation) spell, though you must expend a spell slot one level higher than the mimicked spell.

Dream conjunctions are only one-fifth (20%) as strong as the real things, though creatures who believe the dream conjunctions to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save (as the save DC of the mimicked spell) to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows. In addition, any effect created by dream conjunction allows spell resistance, even if the spell it is simulating does not. Dream objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A dream creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as quasi-real). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a dream creature, however, its damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each

affected character separately.) Furthermore, the dream creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the dream conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this power.

*Sandman (Su):* Your dream conjuration and dream evocation powers grow significantly in power. The dream conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers. Your dream evocations deal three-fifths (60%) damage against those that make their Will save, and nondamaging effects are 60% likely to work against nonbelievers.

## NIGHTMARE SPECIALIST

Wizards who are nightmare specialists focus on the fears that creatures create for themselves in their worst dreams. The wizards study such fears for insight into the supernatural powers of dread and horror. Over time, nightmare wizards learn to panic their foes with many different spells, and become inured to the magic fear effects of others.

*Fearsome Presence (Ex):* You have learned to create disquieting effects in those around you through your posture, dress, movement, and speech. Intimidate is a class skill for you. You add your Intelligence modifier to your Intimidate bonus. You may cast a 1st level or higher spell with a casting time of

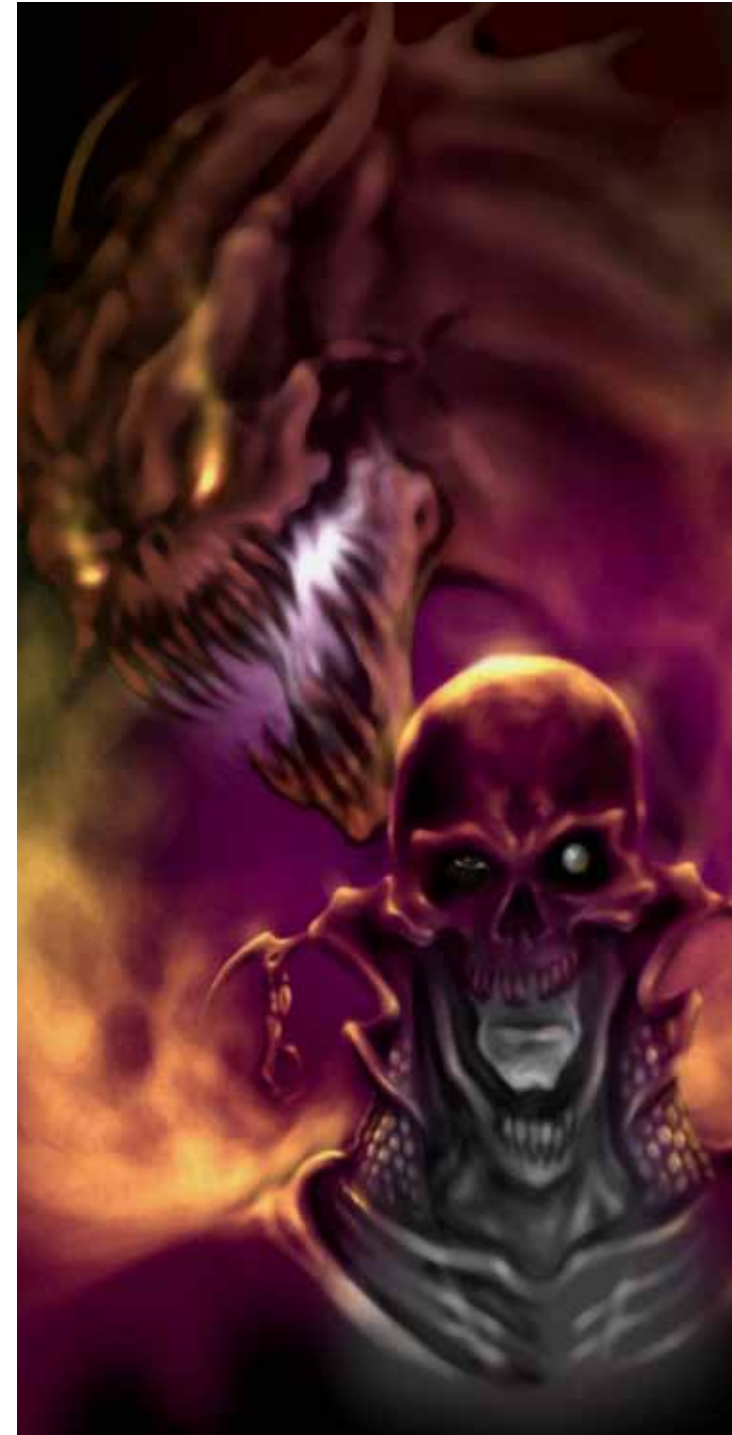
one standard action as a full round action. If you do so, you may also make an Intimidate check to demoralize all foes within 30 feet who are able to see you cast the spell.

*Unimpressed (Su):* Your studies of terror and magic fear make you resistant to those effects when applied against you. You gain SR against any spell with the [fear] descriptor. This SR is equal to 10 + your caster level + your Intelligence modifier. If you are affected by magic fear, you never suffer a fear condition worse than shaken.

*Nightmare Hex (Su):* At 8th level you can cast offensive spells as nightmare hexes, adding terrifying elements to the visual and aural manifestation of the spell. Only spells with a save DC that negates the spell or causes it to deal half damage can be nightmare hexes. Casting a spell as a nightmare hex channels a significant portion of the its power into the terrifying display, lowering its save DC by -1. A target that fails its save against a nightmare hex is shaken for one round per level of the spell.

Additionally, each time a target that failed its save against the nightmare hex tries to sleep, it must make a Will save at the same DC as the nightmare hex's original save DC. If the creature fails, it cannot sleep for 24 hours. This effect lasts until the target succeeds at a saving throw to sleep or the effect is dispelled. This effect can be dispelled by *dispel magic*, *remove curse*, and similar spells.

A nightmare spell gains the [fear] and [mid-affecting] descriptors.



## DREAMLANDER TEMPLATE

Dreamlanders are creatures native to the Dreamscape, the quasi-real plane mortals sometimes reach in their dreams. Dreamlanders are normally only encountered within the Dreamscape, as they lack physical forms that can survive on other planes. (Dreamlanders can survive in the astral or shadow planes, but rarely find their ways into those realities.) Native dreamlanders are often called “phantoms” by scholars, especially when encountered in dreams or away from the Dreamscape.

Dreamlanders are created by adding the following simple +0 CR template to any creature. The most common types of dreamlander are animals, fey, magical beasts, monstrous humanoids (especially hags), shapeshifters, outsiders, and undead.

*Acumen (Ex):* The fluid nature of the Dreamscape causes dreamlanders to develop a keen intuition. This allows a dreamlander to help others solve riddles, recall forgotten events, and complete difficult research. Anyone who consults with a friendly or helpful dreamlander gains a +2 bonus to any Knowledge check made during such consultations. It also allows them to attempt a second Knowledge check on questions for which they had previously failed a check.

Because of this ability, many sages and oracles from other planes spend many nights in the Dreamscape, consulting with allies they have developed in that strange demiplane. Of course communicating with dreamlander animals and beast may be difficult, and not all dreamlanders are willing to aid outsiders.

*Dreamstuff (Su):* As they cannot exist in most planes, dreamlanders are naturally resistant to magic that would take them to other planes. Because they are made of dreamstuff and exist in a fluid reality, they are also resistant to spells that change their shape or essential nature. Dreamlanders have SR against all transmutation spells, as well as spells that would change what plane they are on. This SR is equal to 10 + the dreamlander’s HD + the dreamlander’s Charisma modifier.

Each dreamlander is vulnerable to a specific spell or ritual that is tied to its own dreams, which can bypass this SR. The exact nature of this vulnerability varies with each dreamlander and may require a good deal of research. These vulnerabilities should be created specifically for each phantom by the GM.

*Phantasm (Su):* As they are only partially real, dreamlanders cannot always fully affect creatures from other planes. When a dreamlander first attacks a creature, that creature is allowed a Will save. The DC of this save is 10 + 1/2 the dreamlander’s HD + the dreamlander’s Constitution or Charisma modifier (whichever is higher). On a successful save, the creature takes only 80% of the damage dealt by the dreamlander, and nondamaging effects are only 80% likely to affect the creature. This resilience lasts for 24 hours, or until the creature next sleeps.

*Rejuvenation (Su):* In most cases, it’s difficult to destroy a dreamlander through simple combat. A “destroyed” phantom restores itself in 2d4 weeks. Even the most

powerful spells are usually only temporary solutions. The only way to permanently destroy a dreamlander is to force it out of the Dreamscape, and defeat it before it can return home.

## NOCNISTA

The nocnista is a specific kind of dreamlander, able to draw sleeping mortals into the Dreamscape against their will, and potentially cause them permanent injury or even death. In addition to the normal dreamlander abilities, the nocnista gains the abilities listed below. A nocnista has a CR 1 higher than a normal creature of its type.

*Dreamwalk (Su):* The nocnista can attempt to draw any sleeping aberration, dragon, fey, humanoid, monstrous humanoid, or outsider into the Dreamscape. While no line of sight or line of effect is necessary, the nocnista must have seen the target within the Dreamscape. (Thus this ability is most often used on victims who have visited the Dreamscape in their dreams). This ability affects only sleeping target. The target must make a Will save, with a DC of 10 + 1/2 the nocnista’s HD + the nocnista’s Constitution or Charisma modifier (whichever is higher).

*Dead Asleep (Su):* Unlike most creatures of the Dreamscape, the damage a nocnista deals to creatures visiting the Dreamscape in their dreams may stay with the victim when he awakes. (See “The Dreamscape” earlier in this volume for details on creatures visiting the Dreamscape in their dreams.) A creature that is knocked unconscious or killed by a nocnista in the Dreamscape must make a Will save. The save DC is 10 + the

nocnista's HD + the nocnista's Constitution or Charisma modifier (whichever is higher). On a failed save, the creature suffers the full effects of the damage and effects the nocnista dealt to it (including death, if appropriate).

### SUGGESTED READING/VIEWING

The ideas of magic dreams, a realm of dreams, and dream creatures that plague the waking world are certainly not new or unique to *The Genius Guide to Dream Magic*. Inspiration for this product came from a wide array of sources, and these can serve GMs and players as idea generators for using dream magic in your campaigns. A list of the most notable (and most easily found) items that inspired this product is presented below.

"The Dream Cycle," by H.P. Lovecraft and Others—If all you know about Lovecraft is Cthulhu, you owe yourself a look at his other works. The Dream cycle is a set of three connected stories that deal with the Dreamlands. They are evocative, creepy, and fascinating all at once, and show great ways something like the Dreamscape can be showcased side-by-side with traditional adventuring stories. While they are all good, I particularly recommend "The Silver Key," "The White Ship," and *The Dream-Quest of Unknown Kadath*.

*The Lathe of Heaven*, by Ursula K. Le Guin—A bit further off, in this story the main character has dreams that change reality, and he's the only one who remembers how things used to be. More science-philosophy than fantasy, it has some great ideas about

the power of dreams. It wouldn't be hard to be inspired by elements of it to create a plot where someone had the power to bring things from the Dreamscape into the Material Plane.

*Nightmare On Elm Street*, either the original 1984 film (and its sequels) or the 2010 remake—The main foe can easily be interpreted as an undead nocnista seeking revenge for its death in the mortal realm. The character showed up in a lot of other

places (including a television anthology) that are both harder to find and more likely to have ideas players aren't familiar with.

*Spellbound*, the 1945 Alfred Hitchcock directed film—While it's a modern (though now dated) mystery rather than fantasy, it shows excellent use of dreams in the plot, and has a trippy dream sequence featuring sets designed by Salvador Dali.



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