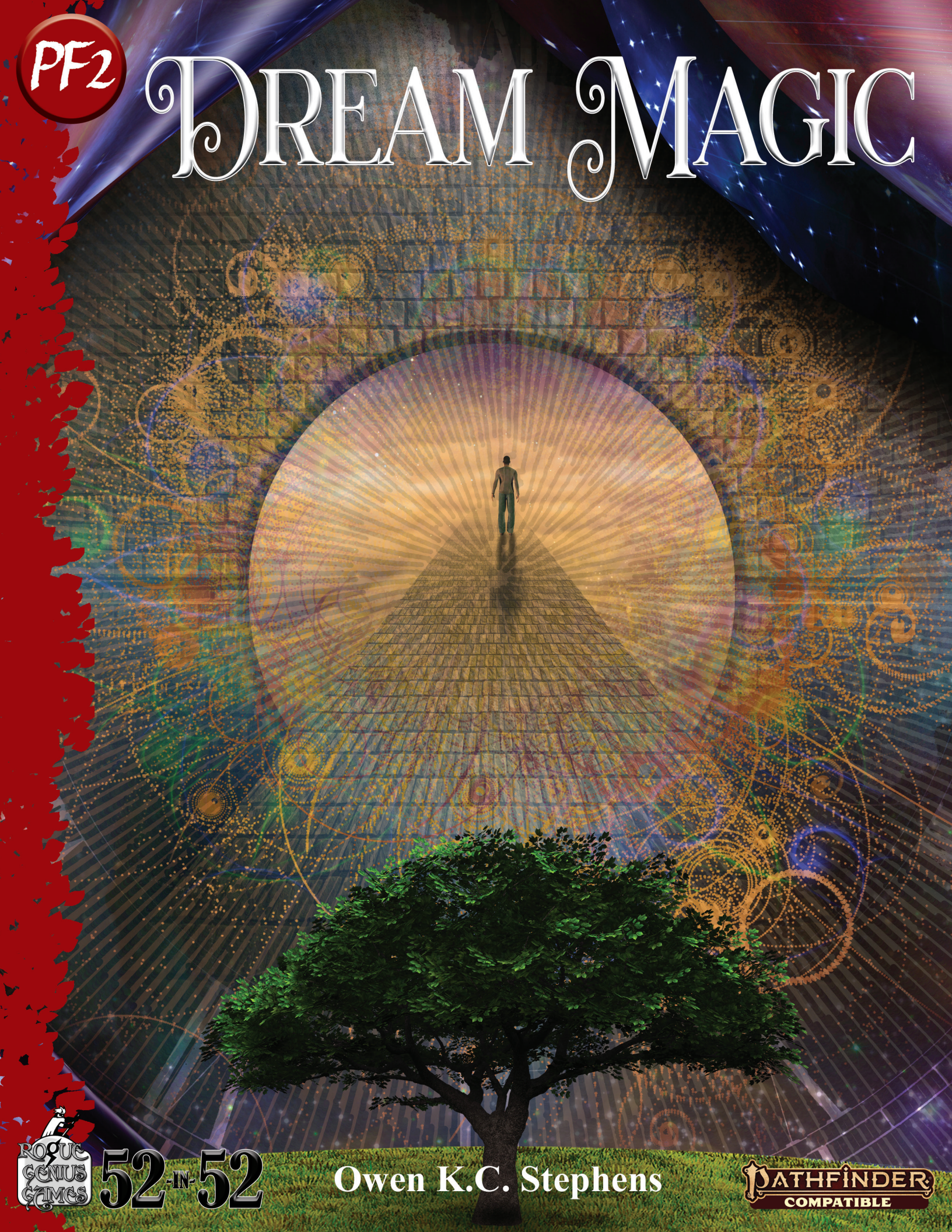


PF2

DREAM MAGIC



52-IN-52

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PATHFINDER
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 TRAIT

Many spells in this product use the "dreaming" trait. Spells with the dreaming trait can only be cast while naturally sleeping for 8 or more hours. If they have somatic and/or verbal actions, those are done while sleeping (mumbling and gesturing while asleep, and making the spell impossible to cast if you can't take those actions while asleep). You must have the spell slots needed to cast a dreaming spell when you go to sleep, but the same slots are also expended when you wake—you cannot regain them for use the next day. 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 BANQUET [SPELL 1]

Traditions arcane, divine, occult, primal
Casting Time 2 hours (dreaming, somatic, verbal)
Range 60 foot radius **Target** up to 6 sleeping creatures
Duration 2 days

You cause affected creatures 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 a +2 circumstance bonus to saves against ingested poisons.

DREAM CONJURATION [SPELL 2]

Traditions arcane, occult
Casting Time: 1 hour (dreaming, verbal)
Range: touch
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 have a value of no more than 1 gp per level. 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 inspection reveals a dream-object to be a temporary magic construct of no intrinsic value.

DREAM DEBATE [SPELL 1]

Traditions arcane, divine, occult
Casting Time 1 hour (dreaming, somatic, verbal)
Range 30 feet **Target** one creature
Duration 24 hours or until

You cast this spell while sleeping, and the target must also be asleep for the entire casting time. You create 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 a +4 circumstance bonus, and can attempt tasks that require a level of proficiency one greater than their own. A target can only benefit from one *dream debate* at one time.

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DREAM JAUNT

[SPELL 6]

Traditions arcane, occult

Casting Time 6 hours (dreaming, somatic, verbal)

Range see text **Targets** you and one willing sleeping creature/level

When you cast this spell, you can bring with you one creature that is sleeping at the end of your casting time per level. 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 table below.

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.

DREAM MESSAGE, LESSER [SPELL 1]

Traditions arcane, divine, occult

Casting Time 1 minute (somatic, verbal)

Range planetary **Target** one creature you have met in person

Duration see text

This spell functions as the *dream message* spell, except the message can be no longer than 5 words and if the recipient of the message is not asleep when the spell is cast, the spell automatically fails.

DREAM PREPARATION [SPELL 3]

Traditions divine, occult

Casting Time 4 hours (dreaming, somatic, verbal)

Range personal

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 common spell you are aware of to prepare in your dream. If the spell is one available to your tradition, it must be at least 2 spell levels lower than the spell slot you use for *dream preparation*. If it is of a different tradition, it must be at least 3 spell levels lower than the spell slot you use for *dream preparation*.

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

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 Will save at your class DC to negate the effect 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 Will save, that object does not exist for them). If the spell itself allows a save (even another Will 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.

Heightened +1 You can cast this spell using a higher-level spell slot in order to prepare more powerful dream spells.

DREAMBLADE [SPELL 6]

Traditions arcane, divine, occult

Casting Time: 8 hours (dreaming, somatic, verbal)

Range: planetary **Target:** one living creature you have met in person

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 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 equal to your class DC, rather than your normal spell save DC.

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 1d20 + base attack bonus + highest weapon proficiency (representing pure combat skill); 1d20 + caster level + spell proficiency (representing pure magic power),

a Deception check (representing a flexible mind), an Intimidation check (representing a powerful presence), or an Occultism check (representing an understanding of combat on planes other than normal reality). 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 you may choose to impose one of the following effects:

- You learn about the target as if you have successfully made an appropriate Recall Knowledge check with a total equal to 28 + your Caster level + the highest of your Int, Wis, or Cha bonus.
- The target suffers the frightened 1 condition for 1 week.
- The target suffers the doomed 2 condition for 1 day.

If you are defeated in this combat, you are frightened 1 (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.

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 [SPELL 4]

Traditions divine, occult

Casting Time 6 hours (dreaming, somatic, verbal)

Range 30 feet

Target one sleeping creature

Duration 24 hours (or until target sleeps again)

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

Resistance yes (harmless)

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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's proficiency with the selected spell increases by one step for the duration of the spell. A target can only benefit from one *night school* at one time.

NIGHT TERRORS [SPELL 6]

Traditions arcane, occult

Casting Time [2 actions] (somatic, verbal)

Range touch

Target intelligent creature touched

Duration 1 day/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target of this spell gains no benefit from normal or magical sleep, writhing in a series of nightmares that torture its psyche and diminish its ability to perform strenuous tasks. The target doesn't heal ability or Hit Point damage naturally, cannot naturally remove levels of fatigued, and can't prepare spells or regain spell slots or daily abilities. After one night of poor sleep, the target is fatigued 1.

The images from previous nightmares continue to haunt the target's mind while awake. If the target has rested at least once while affected by *night terrors* succeeds at a saving throw against a fear effect, they instead get a failure against that effect.

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 that night but gains the benefits of only that night's rest, not any benefits missed on previous nights.

PROPHETIC DREAMS [SPELL 1]

Traditions arcane, divine, occult

Casting Time 5 hours (dreaming, somatic, verbal)

Range personal

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 1 prophecy you gain. Once 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. You must choose to use a prophecy prior to the roll it modifies, which does not require an action.

- Roll a saving throw twice, and take the better of the two results.
- Roll a skill check twice, and take the better of the two results.
- Roll an initiative check twice, and take the better of the two results.

Heightened (3rd): You gain two prophecies, allowing you to benefit from this spell twice in the next 24 hours.

Heightened (5th): You gain three prophecies, allowing you to benefit from this spell twice in the next 24 hours.

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