

PF2

Now I lay me Down to Sleep

Minor Household Magic

CREDIT8

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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 with the somnifer trait 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 uses the bulk and cost of a tool 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 wyrmling 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.

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BEDTIME GUARDIAN

[CONJURATION]

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You channel the psychic imbue of an attuned somnifer, summoning its essence from the owner's dreamscape to manifest as a creature under complete control of its attuned owner. The owner commands its somnifer which acts when you Sustain the Spell. If the owner is knocked unconscious or otherwise unable to communicate or act, the somnifer acts to defend its owner to the best of its abilities when you Sustain the Spell. When the spell ends, the owner dies, or the somnifer is reduced to 0 HP, the somnifer returns in the same square the summoned creature last occupied. If the summon is reduced to 0 HP, the somnifer returns with the broken condition.

The summoned somnifer takes the form of an appropriate Large or smaller creature. This can range from a large stuffed owlbear to a kindly angel summoned from a picture book. Each specific somnifer has a unique creature it will summon each time the spell is cast.

BEDTIME GUARDIAN CREATURE 3

[UNIQUE] [FEY] [SUMMONED] [MINION]

Perception +2; darkvision

Languages (understands its creator)

Skills

Str +2, **Dex** +2, **Con** +2, **Int** +2, **Wis** +2, **Cha** +2

AC 19; **Fort** +9, **Ref** +9, **Will** +9

HP 55; **Immunities** disease, mental, poison, sleep, unconscious

Speed 20 feet

◆ strike +12, **Damage** 3d6

Simulacrum Bedtime guardians will vary in form depending on the nature of the somnifer used to summon it. It gains the size, movement, and languages of the creature that most closely matches its form. It also has a +10 modifier in two skills appropriate for its form, one of which is usually Athletics.

Strike The bedtime guardian's attack does damage of a type appropriate to its form and has one of the following traits: agile, deadly 1d4, grapple, range 15 feet, reach, trip, or versatile (B/S/P).

SPELL 4

Heightened (+1) The Bedtime Guardian is two levels stronger. It gains +3 AC, +45 HP, +1d6 to its Strike damage, +3 to attack rolls, saving throws, Perception, and skill checks.

BOGEY WARD

SPELL 1

[ABJURATION] [SOMNIFER]

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature touched

Duration 24 hours, see below

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. Whenever a target would become frightened during the duration, reduce the amount by 1.

This ward is unstable in battle. Once an encounter begins, *bogey ward* only protects the target until the end of the first round, at which point the spell ends.

Somnifer Targets carrying or wearing an attuned somnifer who roll a success a save against a fear effect get a critical success instead. Also, those who fail a save against a fear effect used by a creature or hazard with the fey trait get a success instead. If the target loses their somnifer while the spell is active, the benefits of *bogey ward* are suppressed, and any frightened condition they would gain increases by 1. This penalty lasts until the target is reunited with their somnifer, or when *bogey ward* would end.

CONVALESCENCE

SPELL 4

[NECROMANCY] [HEALING] [SOMNIFER]

Traditions divine, primal

Cast 10 minutes (material, somatic, verbal)

Range touch; **Targets** up to 6 creatures

Duration 8 hours

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 gains the benefit of a long-term rest as though they have spent a week of downtime resting, including recovering from all damage and most nonpermanent effects. They receive three attempts to save against ongoing afflictions with a +2 circumstance bonus. They may choose to become attuned to a new somnifer. Any interruption during the rest (such as being awoken) ends the effect of the spell on the target.

Somnifer Targets sleeping with an attuned somnifer who do not choose to become attuned to a new somnifer receive a +4 circumstance bonus to saving throw against ongoing afflictions. 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 instead receive no benefits from the rest, including the normal benefits of a full night's sleep. 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 CANTRIP 1

[DIVINATION]

Traditions occult

Cast ♦♦ somatic, verbal

Area 30-ft. emanation

Duration instantaneous; see below

Saving Throw none; **Spell Resistance** no

You detect the presence of the closest 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.

In addition to normal information, using *Object Reading* (apg) on a somnifer can tell you details about the last time the character slept and whether or not it was restful. Using *Scrying* or similar magic with a somnifer can allow you to view the subject in their last dream, but the DC for scrying is 5 lower and the spell gains the following critical success effect:

Critical Success: The spell fails and the target is temporarily immune for 1 week. You see the dream of a different creature.

Heightened (3rd) You know how long the somnifer will stay attuned.

Heightened (6th) You know the last time the somnifer's owner slept with the somnifer.

DREAMBOND SPELL 4

[ILLUSION] [MENTAL] [SLEEP] [SOMNIFER]

Tradition arcane, occult

Cast 10 minutes (somatic, verbal)

Range 30 feet; **Targets** up to 6 creatures

Duration 8 hours

You create a bond between your dreams that can be shared by any number of targets by choosing to immediately fall asleep together. 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, removing the normal status penalty to initiative for being unconscious.

Somnifer Creatures in the bond asleep with their somnifers can communicate in one another's dreams for up to 10 minutes. Time spent in shared dreams happens at the same rate as the plane the characters are asleep in. If a creature loses their somnifer while in another creature's dreams, they must attempt a Will save.

Success The subject may wake normally.

Failure The subject becomes trapped in the dream and cannot wake until they attempt another Will save in 1 round.

Critical Failure As failure, except the target cannot attempt a new Will save for 10 minutes.

NIGHT SHIFT SPELL 6

[UNCOMMON] [ENCHANTMENT] [MENTAL] [SOMNIFER]

Traditions occult

Cast 10 minutes (focus, material, somatic, verbal);

Cost diamond dust worth 10 gp

Range touch; **Targets** 1 willing sleeping creature

Duration 8 hours

The caster uses a large hourglass, which functions as a focus for the spell as it slowly turns the diamond dust to sand to send the lucid dreamer into an ever-evolving dreamscape. The target counts as spending up to two days of downtime during which it can perform any appropriate downtime 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.

Somnifer 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. This extra creature has no specialized knowledge beyond that of the dreamer, but can help complete tasks that would require another character. An attuned somnifer may instead function as a

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placeholder for tools, instruments, or raw materials, the practice providing a +1 circumstance bonus on a related downtime action attempted within 24 hours. 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

SPELL 1

[ILLUSION] [VISUAL] [SOMNIFER]

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; Target 1 pillow or somnifer

Duration 1 hour

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 smell 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 uses the Seek action or interacts with the illusion can attempt to disbelieve your illusion.

Somnifer 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.

Heightened (2nd) The targets do not need to be covered. If a target with an attuned somnifer loses their somnifer while *greater pillow trick* is active, all remaining glamars 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

SPELL 3

[ABJURATION] [SLEEP] [SOMNIFER]

Tradition divine, occult, primal

Cast 1 minute (verbal)

Range 30 feet; Target up to 12 willing creatures

Duration 8 hours

You ward the target's minds and souls using a traditional lullaby to put them to sleep and protect them. While asleep, the targets receive a +4 status bonus to Armor Class and saving throws against mental effects and attacks, spells, and other effects that specifically target sleeping and unconscious creatures.

Somnifer 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 to Armor Class and saving throws against mental effects and attacks, spells, and other effects that specifically target sleeping and unconscious creatures. This penalty lasts until the target is reunited with their somnifer, or the duration of *protective lullaby* would expire.

SWEET DREAMS

CANTRIP 1

[ENCHANTMENT] [MENTAL] [SLEEP] [SOMNIFER]

Tradition arcane, divine, occult

Casting Time >>> material, somatic, verbal

Range touch; Target 1 willing creature

Duration 8 hours

The target immediately falls asleep and dreams 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.

Somnifer Targets sleeping with an attuned somnifer can instead deepen an existing bond. They remain attuned to and are considered to have their somnifer with them for one week. If a target with an attuned somnifer loses their somnifer before they awaken, they do not benefit from *sweet dreams* and are fatigued when they wake up. The subject may recover from this fatigue by napping for twenty minutes with their recovered somnifer.

Heightened (+1) Treat the night as though it were two additional full nights of rest for purposes of attuning to a somnifer, or one additional week for purposes of remaining attuned to a somnifer.

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