

# The Dream Healers

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Though often seen as a priestly order, the dream healers follow no set god. For them, the power of healing lies within the patient and their dreams. Able to enter another's dreams, they guide their patients through past events, allowing them to relive them and heal many wounds that other healers cannot touch. The journey is not without risk, for the world within a dream becomes a new reality, and death there comes just as easily as in the waking world.

# History

A tormented woman, Dalia's parents were killed during a bandit raid on her village. She was taken as part of the bounty and meant to be a concubine, but a fight broke out and another bandit took her away. Disgusted by his fellow bandit's intentions with such a young girl, he sold her to Salton as an apprentice.

As a powerful wizard, Salton was afforded great prestige and had earned a large plot of land that he needed help with. He bought Dalia, and put her to use keeping up the massive herb garden and the stand of willows that bordered the creek passing through his property. She took pride in her work, becoming a very skilled gardener. As the years passed, Salton took notice of her attention to detail and brought her in to maintain his laboratory and help with his magical experiments. His experiments grew more difficult and more dangerous daily. As experiment after experiment failed, Salton began to lash out at the teen, blaming his failures on her. At first, his temper flared in words only, but quickly became physical. She tried to stay out of his sight as much as possible, taking refuge in the beauty and calming effects of the willows and the creek, but that only brought her beatings for not doing her tasks.

One day, Salton overreached his powers and brought down the wrath of a Hezrou. Though he managed to defeat the evil creature, his tower was leveled and his laboratory destroyed. When he finally hunted Dalia down, finding her hiding in the willow stand, he beat her severely and left her for dead.

As Dalia floated down the shallow creek, unconscious, she was visited by Asklepios, the god of healing. In the dream-like state of unconsciousness, the god stepped her back through her beatings, the bandits, and, finally, the death of her parents. Each time, she was given the chance to make new choices and to see things differently. She was given the chance to truly heal herself. She woke the next morning, completely healed, both inside and out, and had been given a most precious gift: the knowledge of Dream Healing. She spent the next four years wandering from village to village, earning her keep through her healing. As the years went by, she no longer was forced to barter her services for a place to sleep and food to fill her. Instead, the rich asked for her by name and paid her handsomely... until her first patient died.

The third son of a noble house, Jacob fell prey to the horrors he had done in the past, and suffered massive convulsions and bleeding while he slept. Dalia was arrested and charged with his murder. Though she had done no wrong, she knew the house would not see their way to the truth. She had been in that dream with him, guiding him and offering what advice she could. She had seen the monsters behind his parents' pretty faces. Terrified, she used her powers on the jailor, convincing him to free her. Before she made her escape, she visited the boy's parents. They both died of "natural causes" during the night.

Hating what she had done, Dalia fled to a nearby country, where she used her earnings to buy a plot of land in a remote area. She occasionally wandered from her land, and found herself studying under various priests. She learned much about religion, and not all of it was to her Though often seen as a priestly order, the dream healers follow no set god. For them, the power of healing lies within the patient and their dreams. Able to enter another's dreams, they guide their patients through past events, allowing them to relive them and heal many wounds that other healers cannot touch. The journey is not without risk, for the world within a dream becomes a new reality, and death there comes just as easily as in the waking world.

# Tenets

Though many temples that have cropped up since Dalia first started teaching, one core set of beliefs links them all: every individual has the power to heal oneself, with the proper guidance. There are four steps in healing that the dream healers follow in order to bring their patients to a place where they can be healed.

**1. Pilgrimage:** When a patient requests Healing, the first step is the Pilgrimage. The dream healers' temples are always found in remote regions, often difficult to access. During the trek to the temple, the patient has time for thought and reflection on the problems and diseases that need healing.

**2. Confession:** During the stay at the temple, the patient is encouraged to talk about the problem that needs to be healed. With guidance from a dream healer, the patient eventually comes to the core of the problem, be it a physical ailment, a magical curse, or simply a mental barrier (possibly caused by the patient's belief system). Through the Confession, the dream healer finds the symbols that can successfully guide the patient through the Healing.

**3. Offering:** As part of the requirements for Healing, the patient must make an offering of time in a way that benefits other people. The patient must give from within and cannot simply dump a cache of gold at the closest orphanage. Rather, the patient must commit to effortful service. The Offering might be serving once per month in the food lines for the poor or helping repair houses of those who have recently suffered disaster; the only requirement of this service is that the patient gives of his or her own time and energy to help someone else.

4. Guidance: The final step is the actual Healing. The dream healers claim they do not actually heal. Rather, they guide a patient through the patient's own dreams to a place where the

patient can confront and overcome the core of the problem. The dream healers are guides and watchers only and do not directly bring about the Healing.

During the course of their work, dream healers become privy to all sorts of information. To maintain the integrity of their temples, all dream healers are required to keep information strictly confidential. The only deviance allowed in this rule is when a dream healer feels the need to confess troubling knowledge received from a patient that might otherwise hamper the dream healer's work; this helps the dream healer maintain the positive outlook needed to continue helping patients. In such a case, the dream healer may confess to any other dream healer within the temple.

When a patient dies during Healing, the dream healer knows no guilt. He or she believes the patient was unable to be healed and has been taken by the patient's god to a place where healing can happen. Perhaps, at some point in the future, the patient will be reborn and healed of his or her current ailments.

This belief allows some dream healers to strike out on their own and, filled with their own troubled, unhealed pasts, hunt down people who they feel need healing. While the dream healers as a whole do not condone this, it does happen from time to time. If one of these rogue members gets out of hand, a temple's Master Healer will send four highly trusted dream healers to reclaim and heal their wayward brother or sister.

# **Organization**

As founder of the dream healers, Dalia holds the top position of the entire priesthood. She refuses to allow her fellow priests to accord her any special privilege or prestige. When someone shows her deference not shown to other dream healers, she makes sure to call them down for it. Even so, structure exists with in the priesthood, as organization ensures that the dream healers will be able to help as many pained souls as possible.

In addition to the priesthood that resides in each temple, small villages often crop up around them, despite the temples' remote locations. These villages are generally ungoverned, and while they are not a part of the Dream Healers organization, the priesthood and the villagers enjoy a mutually beneficial relationship. The villagers' gardens, crops, livestock, or general labor help keep the temple running. Many of these laborers have been healed at the temple and decide to make their Offering by helping at the temple. While the healers encourage these patients to only stay perhaps a week or two, they often have no home to return to or find that a simple life of service is more rewarding than their previous lives.

Each temple is lead by a Master Healer: someone who has endured many hardships, healed all manner of diseases and, most importantly, managed to be healed personally of any major problems. Even the Master Healer's personal Healing, however, is an ongoing task that is required to keep him or her strong and balanced enough to accept any problem a patient—including the other dream healers—may have. The Master Healer oversees the running of the temple, ensuring that everyone has food and clothing and keeping the temple safe from those who are frightened by the dream healers' abilities. The Master Healer has the ability to reject any potential patients for any reason that he or she sees fit, though this right is rarely employed.

The majority of the priesthood are dream healers, able to take care of any patients. As part of their duties, they must regularly enter Confession with another dream healer. One Confession every three months is the usual interval, though special Confessions are encouraged when a dream healer is working with a patient whose actions are especially disgusting or disturbing. During Confession, a dream healer is able to find the peace of mind necessary to continue helping his or her own patient.

Some dream healers find that living at a temple is too restrictive. Instead, they choose to offer their services to those they meet while traveling. They may set up temporary temples in perhaps some caves outside a village, but will generally not stay in any place long. Occasionally, someone requires healing who cannot make the Pilgrimage to a temple. The Master Healer of the local temple will contact one of these wandering priests and ask him or her to perform the healing at the patient's residence.

# Becoming a Member

Like any other patient, those wishing to become dream healers must first make Pilgrimage to a temple. While the dream healers are not secretive, they do not actively proselytize, so in many parts of the world, they are still almost unheard of save in whispers and rumors. Even in parts of the world where the dream healers are prevalent, their temples are set in such remote places that they are generally guaranteed their privacy. Joining a temple is a simple manner: a potential initiate only need state his or her desire to do so. The dream healer this person first meets with will either become his or her mentor or assist the new member in finding another dream healer who is available. For the next three months, the aspirant is put through an intense period of training where he or she learns the skills necessary for Confession and Guidance.

It is possible for a divine spellcaster to learn these new skills and powers without losing any abilities from a current god, provided the god or goddess in question condones healing. This is rarely a problem, though certain evil gods do not grant healing powers. In such a case, the aspirant must convert to worshipping a god that does, and the dream healers will naturally suggest the worship of their own god.

The only requirement that all must pass through is to survive the Healing of their own worst fears. This is the beginning of a path of healing that keeps the initiate mentally and spiritually stable enough to help the wide variety of patients that come to them for help.

## The Dream World

The dream world is a world of nightmares, hopes and change. Anything that can be imagined can happen inside a dream. One moment, a dreamer may be swimming with a lover in of a warm pool at the base of a waterfall, and the next the dreamer is

## Dream Creatures

Creatures encountered within a dream have unpredictable abilities and behaviors. When preparing a dream encounter with a familiar creature, use its original statistics as a base, but feel free to add or remove whatever features, abilities, or behaviors reflect the nature of the patient's problem.

For example, a patient who was betrayed by close friends may encounter in a dream a pack of dire wolves who wear the heads and taunting voices of the patient's former friends. The wolves attack ruthlessly, and their numbers never seem to thin no matter how many are killed. Only when the patient refuses to fight or run and willingly stands up against the onslaught and mockery will the wolves stop. The wolves then cower away and run, quickly disappearing in the distance.

If the dream healer is an NPC and the patient is a PC, since you as the GM know the nature of the dream creatures, you can give hints as to how to defeat them. If the dream healer is a PC, give that player subtle hints as to the nature of the dream creatures, allowing the PC to guide the patient on his own towards healing.

running from demons on of one of the levels of hell. The dreamer generally has no control over the environment, except through the guidance of a dream healer.

Under the guidance of a dream healer, dreams gain a palpable quality. They become more vivid and lucid than regular dreams, and aside from the possible surrealism of the dreamscape, one's senses cannot distinguish a difference from waking consciousness. The passage of time is also regulated by the dream healer's presence: though the flow of time appears normal within the dream, time actually passes at only one-half the rate as in the waking world.

Under normal circumstances, when a dream healer guides a patient through a dream, only the patient is aware of the dream healer's presence. Though the dreamscape and its inhabitants are a part of the patient's mind, the patient's perception of the healer is limited to his or her own vantage point. Magic, feats, class abilities, and other powers generally do not function within a dream, save those specifically related to the dream healers.

## **Escaping the Dream World**

While within the dream world, both the dream healer and the dreamer are at risk. While under the guidance of a dream healer, a patient's dreams take on greater reality, and every nightmare can cause physical harm as it could if it existed in the physical world:

every wound suffered in the dream, whether physical or magical, affect the physical body just as it does in the dream body. If the dream body dies, so does the physical body. A dream healer's vows, however, do not allow him or her to interfere once the dreamer is at the healing location, so the only means to avoid death during a nightmare may be to wake up. As a full-round action, both the dream healer and the dreamer may make a Will save (DC 20) to wake up. Conversely, pleasant dreams may be so desirable that both the dream healer and the dreamer might not want to leave. In such cases, a character must attempt a Will save (DC 20) to perform any action that would disrupt the dream, including the use of the Dream Guide or Manipulate Dream abilities, waking up, or performing any action that would directly interfere with the pleasure of the dream. A spellcaster may attempt a concentration check (DC 15) instead of a Will save in either of these cases.

# NPCs

## Master Healer Dalía

With her youth far behind her, Dalia has become a true believer in the power of dreams. She pays careful attention to both her own dreams and the dreams of others, ever vigilant in her watch for a disaster that she knows must be coming. Although she regularly Confesses to her fellow priests, she has never been able to shake the guilt at having killed the royalty who imprisoned her. Through much work, the rest of her guilt and shame about the happenings with Jacob has finally been healed. Accordingly, she pays special attention to young men and women who have been abused at the hands of those in power.

She is a stately woman, carrying her 50 years with a grace and confidence that makes younger women jealous. At first glance, new patients might easily mistake her for an aspirant priest. Upon closer examination, though, they will see her calm manner and ever-present smile radiate with a near supernatural strength, infecting all she comes in contact with. She is a tall woman, nearing 6 feet, and proudly wears the wrinkles of personal battles fought and won. For many years, she wore her hair in a bun, hoping the men would not see her for more than a priest, but her new-found comfort shows in the way her silver-brown hair is allowed to flow loose. Patients often confuse the brooch pinned to her left shoulder as a sign of her rank, but the radiant gold sun, picked up on her way out of the royalty's manor, serves as a constant reminder of the last major wound she must heal.

The troubles in her youth taught her to always be prepared for violence. The experiences she has had in client's dreams have served to reinforce this belief. While she does not consider herself a warrior like many of the priests she originally studied with, she still makes time every morning at dawn to practice with her staff and keep in shape. She refuses to wear any form of non-magical armor, but those thinking she is unprotected would do well to remember that leather and steel are not the only means of defense.

Though Asklepios saved her and sent her on her path, she refuses to worship any single god or goddess. Too often, she has

watched as temples and priests fought against each other. That is not the way to peace, she believes, and so worships the divine power that all may become a part of. Healing is not a talent for the few, but the many, and by refusing to worship any one god, she finds it makes it easier for clients to trust her.

**Roleplaying Notes:** Dalia is not a woman to mesmerize a room, quieting in an instant with her presence. Instead, eyes turn to watch her as she wanders from person to person, greeting each by name, with a smile, a touch, and a good word. She prefers not to be the center of attention when she has a choice, but will not shy away from the spotlight when it such is necessary. Dalia is a watcher, preferring to stay in the background, observing those around her. When she spots someone in obvious need of healing, she waits for the proper moment to introduce herself, away from curious eyes and ears. To her, healing is a private matter, and to be treated only with respect and dignity. If the person refuses healing, she will not insist but instead walk away, leaving a kind word and fond memory in her stead. She knows that she cannot heal everyone, as much as she might wish it.

Master Healer Dalia CR 14 (38,400) Female Human Cleric 5/Dream Healer 10 NG Medium humanoid (human) Init +1; Senses Perception +3

[Defenses] AC 15, touch 11, flat-footed 14 (+4 bracers, +1 Dex) hp 84 (15d8+13) Fort +13, Ref +8, Will +17 (+2 while in another's dreams)

[Offense] **Spd** 30 ft.

**Melee** +3 dreamer's staff +13/+8 (1d6+3, x2)

**Special Attacks** channel positive energy 5/day (3d6, DC 14), manifest dream 1/day, holy lance 2/day (7 rounds)

Domain Spell-Like Abilities

7/day - rebuke death, resistant touch, touch of good **Cleric Spells Prepared** (CL 15; DC 14 + spell level)

8th - *antimagic field*, *holy aura(D)* 

7th - quickened silent zone of truth, regenerate(D), resurrection

6th - blade barrier(D), find the path, heal, heroes's feast

5th - atonement, break enchantment, breath of life(D), silent discern lies, true seeing

4th - cure critical wounds (D), death ward, dismissal, divination, lesser planar ally, tongues

3rd - cure serious wounds (D), dispel magic, magic circle against evil, magic vestment, remove blindness/deafness, remove disease

2nd - augury, calm emotions, cure moderate wounds(D), delay poison, lesser restoration, status

1st - bless, cure light wounds, deathwatch, protection from evil, sanctuary(D), summon monster I

0 - create water, detect poison, resistance, stabilize

D domain spell (Good, Healing, Protection)

[Statistics]

Str 10, Dex 13, Con 13, Int 15, Wis 19, Cha 14

Base Atk +10; CMB +10; CMD 21

Feats Brew Potion, Craft Staff, Craft Wondrous Item, Eschew Materials, Extend Spell, Quicken Spell, Self-Sufficient, Silent Spell, Skill Focus (Sense Motive)

Skills Diplomacy +13, Heal +22, Knowledge (religion) +20, Profession (herbalist) +16, Sense Motive +23, Spellcraft +20, Survival +6

Languages Common, Draconic, Dwarven

**SQ** aura of protection (15 rounds, +2 deflection, resist elements 10) dream guide, dream spy, dream trigger, dream watch, healer's blessing, improved dream hall, instant sleep, locate fears, manipulate dream, osirions

**Combat Gear** Bracers of protection +4, dreamer's staff, feather of dreaming, potion of tongues, potion of cure serious wounds

## Elazar Gabírel, Manderíng Healer

Occasionally, the healing leaves a twisted mind in place of the troubled soul it was meant to help. Elazar is one such case. The fourth son of a royal house, Elazar was raised in the lap of luxury, but could never appreciate it. Brash and hot-headed, the young man found more and more reasons to blame those around him when things would inevitably go wrong. As the fourth son, he was left to find his own life, and though he learned much from many masters in the royal courts, he felt ignored and shunned by his family. As he sunk deeper into self-pity and loathing, he found new and creative ways to torture any whom he thought had wronged him, and they were many. His parents struggled with his behavior for years but soon became afraid of his cruel manipulations and left him on his own. When they heard of Dalia and the dream healers, they withheld his inheritance until he finally gave in and went to the closest temple for healing.

At first, he tried to manipulate the dream healers into believing he was healed simply through the Confessions. He tried every trick he could to escape and claim the money that he felt he was owed, until a new Healer visited. He fell in love with the simple girl and gave in to her ministrations, finally being truthful and forthright during Confession. When, finally, he was guided through his healing, his mind became torn: part of him wanted to please his love and find peace, while the other side--the selfishness so ingrained into his psyche--drove him to darker tortures in the dream world. He pledged himself to the temple, striving to become the best healer that he could; in the end, however, the turmoil rent his mind, and his crueler side got the best of him. When he was kicked out of the temple, his bitterness at the excommunication quashed any remaining light in his soul, and he now uses his powers only for his own nefarious purposes. He currently seeks both revenge on the dream healers, and to manipulate his family so he can inherit the throne.

**Roleplaying Notes:** Elazar is a manipulative politician at heart and is convinced of his place in the world. To him, everyone else is just an pawn in the game that will put him on the throne. On first impression, he is the epitome of likeability: pleasant, smart, and witty. Regardless of this façade, he has no patience for any slight against him (real or imagined), nor for any who get in the

way of his goals. While he strives to keep to the letter of the law, he twists his interpretations far beyond the intent of the spirit of the law if it serves his purpose. A master manipulator, he will use every interpretation of the law at his disposal to remove his opponents from his path. If he cannot twist the law to his ends, he will manufacture situations to seemingly bring the law into his favor and hopefully remove the problem. If he is in too great a hurry to manipulate the entire situation, he is quick to use his dream healer abilities (especially Dream Trigger) to manipulate individuals themselves. He views the other magic at his disposal as a crutch and will only use it as a last resort.

### Elazar Gabirel CR 11 (12,800 XP) Male human Adept 1/Aristocrat 2/Expert 2/Dream Healer 8 NE Medium humanoid (human)

**Init** +2; **Senses** Perception +1

[Defenses]

AC 20, touch 16, flat-footed 14 (+3 deflection, +1 dodge, +4 armor, +2 Dex) hp 72 (1d6+1 plus 12d8+14) Fort +7, Ref +5, Will +18 (+2 while in another's dreams)

[Offense]

Spd 30 ft. Melee rapier of puncturing +13/+8 (1d6+2, 18-20) Special Attacks blood drinking 3/day (+6 rta, 1d6 Con) Domain Spell-Like Abilities 5/day - rebuke death Adept Spells Prepared (CL 9th; DC 12 + spell level) 3rd - animate dead, contagion 2nd - cat's grace, invisibility, resist energy

1st - command, cure light wounds, detect good, sleep 0 - detect magic, stabilize, touch of fatigue **D** domain spells (none)

[Statistics]

Str 10, Dex 14, Con 12, Int 15, Wis 14, Cha 16 Base Atk +8; CMB +8; CDM 24 Feats Combat Reflexes, Dodge, Great Fortitude, Iron Will, Persuasive, Stand Still, Weapon Finesse, Weapon Focus (rapier) Skills Bluff +18, Diplomacy +23, Heal +10, Intimidate +22, Knowledge (Nobility) +10, Ride

+9, Sense Motive +18, Spellcraft +18 Languages Common, Elven, Dwarven

**SQ** dream guide, dream spy, dream trigger, dream watch, healer's blessing, improved dream hall, instant sleep, locate fears

**Combat Gear** Noble's outfit, *ring of protection +3, amulet of natural armor +4, rapier of puncturing.* 

## Novice Dream Healer

While some dream healers are masters of their art, most practitioners are still developing their abilities. A typical dream healer that characters may encounter at a temple is trained just enough to be able to enter a patient's dreams and help the patient find the place of healing. While a novice dream healer is unable to directly guide the patient to the healing situations, the novice is able to discuss with the patient the path within the dream and assist the patient through the dreamscape, facilitating the healing process.

A novice dream healer NPC can introduce the PCs to the dream healers, possibly even providing basic healing to characters. Novice dream healers are the most commonly encountered NPCs when roaming a dream healer temple. Outside of a temple or dream healer settlement, the PCs may encounter a novice dream healer who is on the run for a healing gone bad, frightened by an angry patient or patient's family; perhaps the NPC fears retribution from the dream healer organization itself. Alternatively, a novice dream healer away from a temple could be a wandering healer.

For a darker twist, the novice could be one of those rare healers who uses his or her abilities for selfish gain. Such a novice could become a recurring villain, attempting to manipulate the PCs or those around them, becoming a greater threat as he or she gains experience and hatred for the PCs.

**Roleplaying Notes:** Novice dream healers come from all backgrounds and alignments within the requirements of the organization. Most dream healers tend to be neutral good or lawful neutral, allowing good relationships with the patients they come into contact with. If the NPC is a villain, they would tend towards neutral evil or true neutral.

## Novice Dream Healer CR 6 (2,400 XP)

Human Adept 1/Expert 4/Dream Healer 3 NG Medium humanoid (human) Init +1; Senses Perception +11

[Defenses] AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) hp 46 (1d6+1 plus 7d8+11) Fort +3, Ref +3, Will +12

[Offense] **Spd** 30 ft. **Melee** heavy mace +5 (1d8) **Domain Spell-Like Abilities** 5/day - rebuke death **Adept Spells Prepared** (CL 4th, DC 12 + spell level) 2nd - aid 1st - cure light wounds, detect evil, sleep 0 - detect magic, guidance, stabilize **D** domain spell (none)

#### [Statistics]

Str 10, Dex 12, Con 13, Int 14, Wis 14, Cha 16

Base Atk +5; CMB +5; CMD 16

Feats Alertness, Iron Will, Negotiator, Self-Sufficient, Skill Focus (Heal)

**Skills** Bluff +10, Diplomacy +16, Heal +18, Intimidate +12, Knowledge (local) +13, Perception +11, Sense Motive +15, Spellcraft +13, Survival +4(nr), Use Magic Device +10

Languages Common, Elven, Halfling

SQ dream hall, dream spy, instant sleep, locate fears

**Combat Gear** Studded leather armor, heavy mace, traveler's clothing and gear, artisan's tools, artisan's outfit, pouch with 50gp.

# New Rules

Following are all the new rules to bring the dream healers into your campaign.

## New Prestige Class

**DREAM HEALER** 

Hit Die: d6

#### **Requirements:**

To qualify to become a dream healer, a character must fulfill all the following criteria.

Alignment: Any neutral.

**Skills:** Diplomacy 3 ranks, Heal 5 ranks, Sense Motive 3 ranks. **Spellcasting:** Ability to cast 1st level divine spells.

**Special:** May not worship a deity whose portfolio includes elements diametrically opposed to healing (e.g. a deity whose portfolio includes death, disease, famine, etc.).

#### **Class Skills:**

The dream healer's class skills (and the key ability modifier for each skill) Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

#### **Class Features:**

All of the following are features of the dream healer prestige class.

Weapon and Armor Proficiency: Dream healers gain no proficiency with any weapon or armor.

**Spells per Day and Spells Known:** At the indicated levels, a dream healer gains new spells per day as if he had also gained a level in a divine spellcasting class. She does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, and an increased effective level of spellcasting. If a character had more than on spellcasting class before becoming a dream healer, she must decide to which class she adds the new level for the purpose of determining spells per day.

**Dream Spy (Su):** Using this skill, a dream healer is able to watch the currently active dream of a target. If the dream healer

# Jable 1: The Dream Healer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
Ist	+0	+2	+0	+2	Dream Spy, Healing Domain, Instant Sleep, +1 spellcasting level
2nd	+I	+3	+0	+3	Locate Fears, +1 spellcasting level
3rd	+2	+3	+I	+3	Dream Hall, +I spellcasting level
4th	+3	+4	+I	+4	Dream Guide, +I spellcasting level
5th	+3	+4	+I	+4	Dream Watch, +1 spellcasting level
6th	+4	+5	+2	+5	Dream Trigger, +1 spellcasting level
7th	+5	+5	+2	+5	Mental Toughness, +I spellcasting level
8th	+6	+6	+2	+6	Improved Dream Hall, +1 spellcasting level
9th	+6	+6	+3	+6	Manipulate Dream, +1 spellcasting level
10th	+7	+7	+3	+7	Manifest Dream, +I spellcasting level

is sleeping and touching the sleeping target, the effect is automatic. However, there is only a 40% chance that the target is actively dreaming. As a standard action, a dream healer may use this power while awake, though she must enter a trance (during which she has no awareness of her surroundings) and successfully make a concentration check (DC 15). The dream healer is not visible within the target's dreams.

**Healing Domain:** Dream healers with divine spellcasting class levels are granted access to the Healing domain in addition to any domains granted by their god. For domain abilities based upon cleric level, your dream healer level stacks with cleric levels.

**Instant Sleep (Ex):** A dream healer is able to fall into a sound sleep at will. On a successful concentration check (DC 15) she is able to retain some awareness of the surroundings and is able to hear most noises, awakening if needed.

Locate Fears (Ex): At 2nd level, a dream healer is able to talk with another character about their problems and locate the true source of the fear, affliction, or disease. On a successful Sense Motive check (DC 20), the dream healer sees a mental picture of the root of the problem. This picture will always match what the

other character truly believes to be the cause, though this may be different than the truth.

**Dream Hall (Su):** At 3rd level, a dream healer is able, while sleeping next to the sleeping target, to enter the target's dreams and immediately create a chamber of any size and appearance. Both the dream healer and the target immediately appear in this room and are aware of each other—they may talk and interact with each other normally—though nothing else in the dream is aware of the dream healer. Time passes in this dream hall only one-half as fast as it does in the waking world, though the flow of time appears normal to those in the dream. The dream healer and target may at any time leave the hall and enter the target's normal dream.

**Dream Guide (Su):** At 4th level, a dream healer gains the ability to control small portions of the dream to guide a patient, thus becoming fully competent to fulfill the duties of the organization. To use this ability, a dream healer must be inside a target's dream through use of the Dream Hall ability. Once every five minutes, a dream healer may take a full-round action to make up to ten small shifts in a dream, such as the changing the color of the sky or removing a single, small object from the environment. Alternatively, as a full-round action, the dream healer may make a single major shift, such as moving to a new location. A concentration check (DC 15) is required if the environment of the dream is distracting or threatening. The dream healer uses this ability to shift locations and objects until the dreamer finds the place within the dream where he or she can relive the past traumatic event, understand it, and bring about the desired healing.

**Dream Watch (Su):** At 5th level, a dream healer no longer needs to be touching a target to enter the target's dreams, though she loses the ability to influence the dreams in any way. This ability functions exactly the same as the Dream Spy ability, though the dream healer need not be touching or even near the dreamer, and he may enter the dreams of any individual creature he has personally come in contact with. Any attempt to use the Dream Watch ability automatically fails if the target is awake, causing the target to feel inexplicably uneasy or have the sensation of being watched. If a sleeping target of this ability would not be willing to be dream watched, he or she attempts a Will save (DC 15 + the dream healer's level). If the will save is successful, the target wakes suddenly as if from a nightmare, but unable to remember the dream.

**Dream Trigger (Su):** At 6th level, the dream healer gains the ability to use the target's dream to implant a subliminal suggestion. While within a target's dream through the Dream Spy, Dream Hall, Dream Watch abilities, as a free action, a the dream healer may plant a suggestion that, while the dreamer is awake, causes a reaction to a single stimulus. When the trigger is activated, the target makes a Will save (DC 15 + the dream healer's level). A successful save negates the effect. Otherwise, the target performs the suggested reaction. If the suggested action violates the target's alignment or personal beliefs or convictions, he or she receives a +5 bonus to the saving throw. Such suggestions must be reasonably brief and immediate, or the will save automatically succeeds. Successful or not, once the reaction has been triggered, the suggestion is gone. A dream healer may only use this ability once per day.

Mental Toughness (Su): At 7th level, a dream healer's experiences with the traumatic memories of patients have built in

her a resistance to mentally damaging effects. She gains a +2 bonus to all Will saves, plus an additional +2 bonus to all Will saves while in another character's dreams.

**Improved Dream Hall (Su):** At 8th level, a dream healer gains the ability to enter and influence another's dreams from any location. Improved Dream Hall functions identically to Dream Hall, except that the dream healer need not be near the target, and like Dream Watch, the dream healer must have previously come in contact with the target. The dream healer may use Dream Guide as usual. Any attempt to use the Improved Dream Hall ability automatically fails if the target is awake, causing the target to feel inexplicably uneasy or have the sensation of being watched. If the target of this ability would not be willing to enter the Dream Hall, he or she attempts a will save (DC 15 + the dream healer's level). If the will save is successful, the target wakes suddenly as if from a nightmare, but unable to remember the dream.

Manipulate Dream (Su): At 9th level, a dream healer can enter a target's dreams and manipulate the very fabric of the dream in any way desired. As a full-round action, a dream healer may make a concentration check (DC 20). If successful, the dream healer may shift any and all aspects of the dream. Dream healers may use this ability to completely change the course of the dream or create an entirely new dream from scratch. The Manipulate Dream ability may be attempted once every 10 minutes.

The most common use for this ability is to instantaneously transport a target to the situation needed for healing. A dream healer should use this ability carefully, however, as such as sharp change can be jarring for the target. An alternative use for this ability could be to influence another character, particularly in societies where dreams are held in high regard.

**Manifest Dream (Su):** At 10th level, the dream healer gains power over dreams not only within a dreamscape, but within the physical world. Once per day as a full-round action, a dream healer may summon a creature or object into the physical world from the dream of any whom she is able to Dream Watch. The creature or object may appear at a place of the dream healer's choosing within 30 feet of her. The object may be no larger than could fill an area equal to 5' square per level. Magical items or artifacts cannot be summoned, though non-magical masterwork versions of items can be. Any one creature of up to CR 9, 1d3 creatures of the same kind of up to CR 7, or 1d4+1 creatures of the same kind of up to CR 5 may be summoned. Any creature summoned in this way is under the direct mental control of the dream healer; as a free action, she may give any creature summoned in this manner a command.

Creatures and objects summoned in this way often have a surreal quality to them, such as slightly ethereal appearance or an oddly twisted from, though this does not affect their statistics or behavior. Creatures or objects summoned in this way remain for 10 minutes per dream healer's level, after which they disappear.

# New Magic Items

Dreamer's Staff Aura strong abjuration; CL 15th Slot none; Price 65,000 gp; Weight 5 lbs. [Description]

This ivory-colored staff is made from a holly tree, has cold iron caps on both ends with alchemical silver filigree, and is inlaid with silver runes. When an experienced dream healer wielding a dreamer's staff enters a patient's dreams, the staff enters the dream world as well. The spells contained in a dreamer's staff do not have a limited number of charges, but they may only be used within the dream world. In addition to the spells stored within the staff, the item helps to solidify the dream world within a 30-foot radius of the wielder, affording the wielder some control over the frequent changes in the environment. While wielding a dreamer's staff, a dream healer's Manipulate Dream ability does not require a concentration check, and the dream healer automatically succeeds any concentration checks required by distracting or threatening circumstances while using the Dream Guide ability. A dreamer's staff also functions as a +3 quarterstaff. A dreamer's staff allows the use of the following spells:

\* dimensional anchor<sup>1</sup>

- \* freedom of movement
- \* helping hand
- \* plane shift<sup>2</sup>

<sup>1</sup> In the dream world, *dimensional anchor* prevents a dreamer from waking and leaving the "dimension" of dreams.

 $^{2}$  In the dream world, *plane shift* only allows the transfer from the dream world to the waking world. Any characters who exit a dream in this manner simply wake up normally and are not transported any distance.

## [Construction]

**Requirements** Craft Staff, dimensional anchor, freedom of movement, helping hand, plane shift; **Cost** 32,500

## Feather of Dreaming

Aura faint enchantment; CL 5th Slot none; Price 10, 000 gp; Weight -[Description]

This finely crafted, silver feather measures only four inches long and seems to sway in a breeze of its own accord. When placed on a user's forehead, he or she instantly falls into a magical slumber (Will save negates, DC 10). If the user wishes to wake, he or she may use a standard action to make a Will save (DC 10) to do so. Once asleep, the user will rapidly begin to dream (within 1d6 minutes). The effects will wear off and the user will wake naturally after 4d10 minutes.

## [Construction]

Requirements Craft Wondrous Item, sleep; Cost 5,000 gp

## Dream Healing in Your Campaign

Dream healers have powerful abilities to help troubled souls overcome their wounds, both spiritual and physical. While their powers match that of great clerics, the process is much more dangerous and time-consuming than simply casting a *cure serious wounds* spell, though it also heals a person much more profoundly.

As such, the dream healer class should not be introduced as simply an alternative to the cleric. Though a cleric-turned-dream healer can continue casting spells like a cleric, her new abilities are too complex and laborious to, for example, patch up the party after a large battle. In fact, the exact mechanics for healing through dreams have been left vague: the abilities should only be used when plot would suggest it, not for everyday healing.

The dream healer class's dream abilities should be used as roleplaying elements and woven tightly into the plot. Perhaps the players learn of the organization when a party member's afflictions defy healing from traditional sources, and then determine that a dream healer may be the only person capable of healing him. Similar to Dalia's experience, perhaps a dream healer PC receives a request from a noble house to heal a troubled member; the dream healer PC may learn unexpected information during the healing. Or, for a particularly fun twist, a dream healer PC may need to heal a prophet who receives visions through dreams.

However you chose to use the dream healer class, look for interesting ways to involve the class's unique abilities in the story.

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