

ATLAS GAMES PRESENTS

The Dream Lich

BY KERTH BAKER

While a powerful necromancer may seek eternal life within a skeletal shell, a master oneiromancer — a new kind of dream magician described in *Occult Lore*™, a **Penumbra** D20 System sourcebook from Atlas Games — can take a different approach. Through dark rituals culminating in the taking of his own life, an oneiromancer can abandon physical existence entirely, becoming an immortal spirit haunting the dreams of others — a **dream lich**.

Dream liches are powerful and sinister creatures who drift between the dreams of mortals feed-

ing on fear and nightmares. Some simply enjoy spreading terror, preying on the minds of children or those who have no ability to defend themselves. Others continue their arcane studies, haunting the dreams of living warlocks or taking possession of the minds of brilliant sorcerers. Mercifully, few oneiromancers have the level of skill or the depravity of spirit required to become one of these creatures. But while there are only a handful of these spirits, they are not tied to physical locations. You are not safe simply because you stay away from ancient tombs or ruined towers. If you dream, you are vulnerable — and one of these nights, a dream lich may come for your mind.

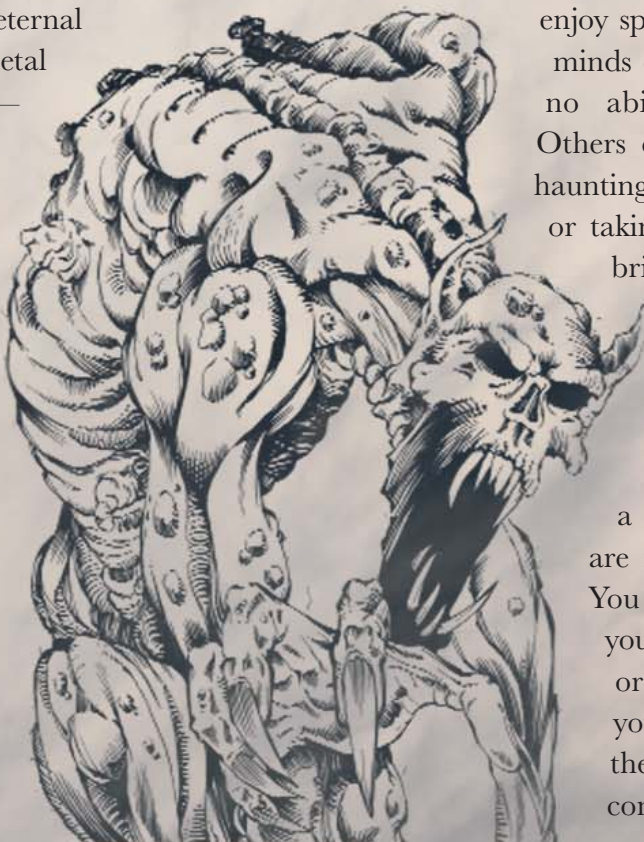


Illustration ©2002 by Chad Sergesketter

NEW CREATURE TEMPLATE:

Dream Lich

In its natural form a dream lich appears as a spectral caricature of its former self, its body twisted by the evil desires of its spirit. However, the appearance of the creature is governed by its imagination and it will typically shift its appearance to cause maximum fear or confusion.

More terrible than its twisted form is the dream lich's ability to steal the dream points of another creature traveling inside a dream. Normally, the ways in which the dream environment changes and events occur are dictated by the whims of the dreaming mind. But if someone enters the dreams of another, becoming a lucid dreamer, he can attempt to impose his own will on the dream world, performing impossible feats or altering the dream reality itself. The discipline and force of character required to perform these feats are counted in dream points. The dream lich's physical attack can drain the lucid dreamer's dream points, giving it even more corrupt power over the dream and everyone in it.

"Dream lich" is a template that can be added to any creature that possesses at least eight oneiromancer levels. The creature's type changes to "incorporeal undead." It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: A dream lich receives a +5 deflection bonus to its armor class.

Attacks: Same as base creature. Even though the dream lich is incorporeal, in a dream its blows cause pain as if they were solid.

Damage: Same as base creature.

Special Attacks: A dream lich possesses all of the special attacks of the base creature, plus those listed below:

Dream Point Drain (Su): Any creature struck by the physical attack of a dream lich must make a Will save (DC 20) or lose 2d6 dream points. The dream lich gains the points that are lost. If a lucid dreamer loses all of his dream points in this manner, his dream self is slain, and he suffers twice the usual death penalties when he wakes up.

Nocturnal Possession (Su): If a dream lich can locate and kill the self-image of the individual whose dream it currently inhabits, the victim and the dream lich must make an opposed Will saving throw. If the victim wins this contest, he wakes as normal. But if the lich wins the roll, it suppresses the mind of the victim and assumes control of its body. A *wish* or *miracle* can put an end to this possession; the only other way to break this control is to enter the dreams of the victim — who is effectively sleepwalking for as long as the lich remains in control — and hunt down and defeat the lich.

If a dream lich remains in possession of an individual for more than one day for every two points of Wisdom possessed by its victim, the victim's soul is driven out of the body. At this point, if the dream lich is defeated the victim's body falls into a coma. The only way to restore the spirit to the body at this point is to use *wish*, *limited wish*, *miracle*, *raise dead*, or *resurrection*.

Special Qualities: A dream lich possesses all of the special qualities of the base creature, plus those listed below:

Alter Self (Su): The appearance of a dream lich is simply a manifestation of the spirit's imagination. It can shift its form at will as per the spell *alter self*, and this effect has an unlimited duration. While the spirit is incorporeal by nature, it can conceal this fact within a dream; it can assume a solid appearance, although this

illusion will be broken when someone attempts to touch the creature.

Dream Points: For every hit die or level possessed by the base creature, a dream lich possesses a number of dream points equal to eight plus its Wisdom modifier. So a dream lich with a total of 14 character levels and a Wisdom score of 18 would possess 168 dream points. It can expend these points at the usual rate (two per turn, plus one for every rank of Lucid Dreaming possessed by the creature). Of course, if it has ten oneiromancer levels, it may expend any or all of its dream points in a single turn.

Incorporeal: A dream lich can only be harmed by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its attacks pass through armor. It always moves silently.

Regeneration: A dream lich is only partially real. Its belief in itself is so strong that it can recover from any sort of injury, given time. It recovers two points of damage each round, and can regenerate lost limbs. This can even restore damage inflicted through use of the Stream of Consciousness oneiromancer ability; Stream of Consciousness is the only way the dream lich can regain dream points, other than through its Dream Point Drain ability, since it never wakes up). The only type of damage that can actually kill a dream lich is the effect of an *oneiric bolt* spell, and this damage can still be regenerated unless it actually kills the creature. While it can only be killed by *oneiric bolt* damage, reducing a dream lich to zero hit points will cause the creature to be ejected from the dream it is currently inhabiting, and into that of the creature nearest its previous host in the real world.

Spells: A dream lich can cast any spells that it could while alive. It recovers its full complement of spells every 24 hours of subjective dream time.

Turn Resistance (Ex): A dream lich has +4 Turn Resistance.

Undead: As an undead creature, a dream lich is immune to mind-influencing effects, poison, *sleep* magical effects, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Saves: Same as base creature.

Abilities: A dream lich gains a +2 bonus to its Intelligence, Wisdom, and Charisma. Being undead, it has no Constitution score.

Skills: A dream lich receives a +4 natural bonus to Disguise, Hide, Listen, Lucid Dreaming, Search, Sense Motive, and Spot checks.

Feats: Same as base creature.

Climate/Terrain: Any dream

Organization: Solitary

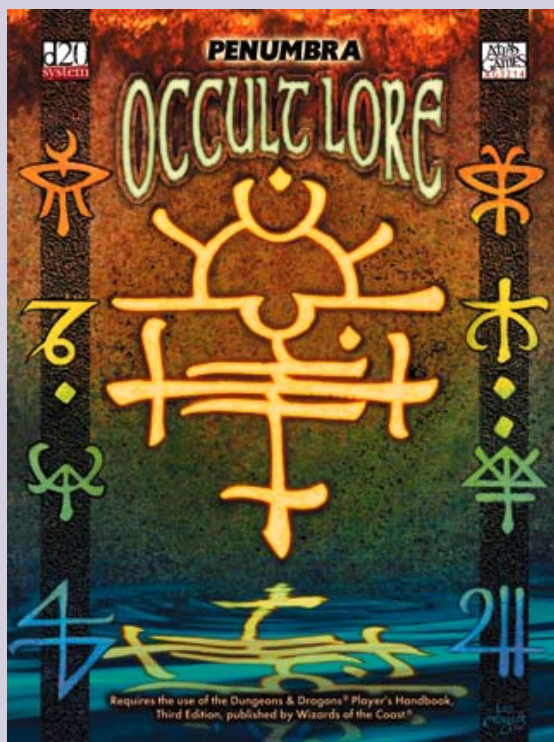
Challenge Rating: Same as base creature +2

Alignment: Any evil

Treasure: A dream lich does not collect wealth or material goods, but it may carry *transient* magical objects.

OCCULT LORE

Wizards study their academic magics in great halls of learning; sorcerers discover their spells through innate talent; clerics call upon the gods for divine favor. But what of those magic-users who delve into more obscure mystic traditions? What of those who tap into the power of the heavenly spheres, or awaken the secret essences of herbs to distill potent magical concoctions? Those whose gift lies in drawing spirits or elemental forces to do their bidding, or who can explore the twisting paths of a dreamer's mind? What of those whose very presence tampers with the familiar magic of arcane and divine spellcasters?



All these find their place in *Occult Lore*, a 240-page hardcover sourcebook of magical knowledge for D20 System players and GMs alike. Each of this book's ten chapters explores a different avenue of magical study, from the alchemist's quest for immortality through philosophical perfection to the improvised rituals of sympathetic magic. Whether you're searching for a new character concept, or looking for a few tricks to hide up your favorite magician's sleeve, this is the book for you.

Occult Lore features:

- New equipment to fill the laboratories of alchemists, astrologers and herbalists
- More than 100 new spells and rituals
- Twenty new herbs, and dozens of mundane and magical concoctions, poisons, and magic items derived from them
- Fourteen new PC classes, NPC classes, and Prestige Classes
- New adventuring environments: dreams, realm of the oneiromancer and the dream lich; and geomantic zones where magic is amplified or suppressed
- New feats, skills, clerical domains, and much more!

ORDERING INFORMATION

If you would like to buy a copy of *Occult Lore*, print this page, fill in the form below, and bring it to your favorite game or book retailer. They'll be delighted to reserve a copy for you today! Need to find a store? Check the retail locator on our website.

WWW.ATLAS-GAMES.COM

OCCULT LORE RESERVATION FORM

Print this out and bring it to your favorite game or book store!

Please reserve a copy of *Occult Lore*, the newest Penumbra supplement from Atlas Games, for me!

Name: _____ Telephone Number: _____

Additional Contact Information (e-mail, etc.): _____

ATTN RETAILER: *Occult Lore* should be in the hands of distributors by the end of June, 2002. If you have trouble acquiring the book from your preferred supplier, please contact Atlas Games directly at (651) 638-0077 for assistance.

Ordering Information: Stock No. AG3214, ISBN 1-58978-021-3, SRP \$29.95 (US)

LEGAL INFORMATION

This free preview is published under the terms of the Open Game License (reproduced below). All of the text on pages 2-3 of this document is Open Game Content.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at www.wizards.com. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

Occult Lore and Penumbra are trademarks of Trident, Inc., d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc., d/b/a Atlas Games.

Copyright ©2002 Trident, Inc., d/b/a Atlas Games.



Atlas Games
PO Box 131233
Roseville, MN 55113
USA

web www.atlas-games.com
e-mail info@atlas-games.com

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product

Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

Occult Lore, Copyright 2002 Trident, Inc. d/b/a Atlas Games.

The Dream Lich, Copyright 2002 Trident, Inc. d/b/a Atlas Games, author Keith Baker.