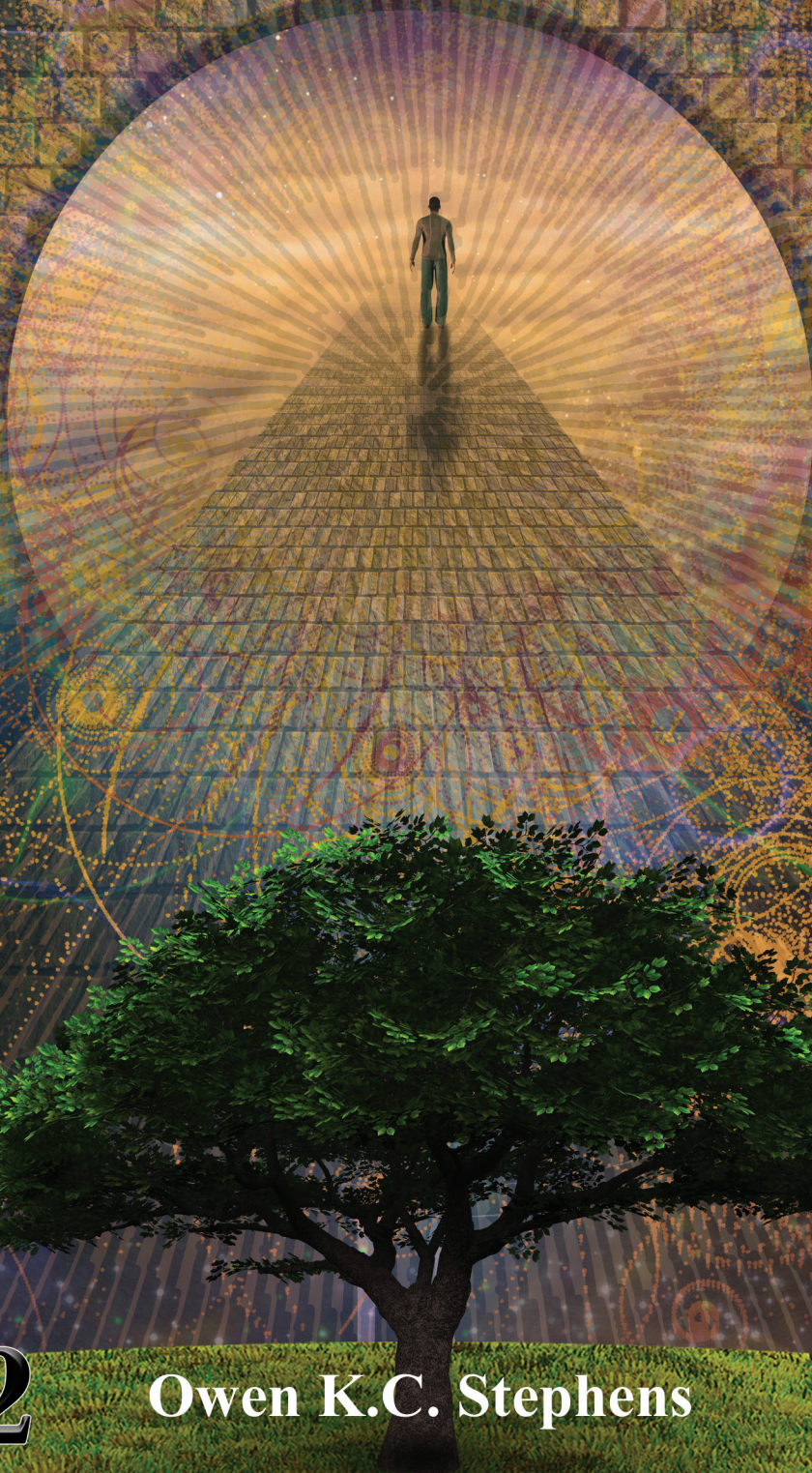




# DREAM MAGIC



52-IN-52

Owen K.C. Stephens





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# DREAM MAGIC

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**D**ream 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 DESCRIPTOR

Many spells in this product use the “dreaming” descriptor. Spells with the dreaming descriptor can only be cast while naturally sleeping for 8 or more hours. You must have the spell slots needed to do so when you go to sleep, but the same slots are also expended when you wake—you cannot regain them for use the next day. You cannot cast more than 8 spell-levels worth of dreaming spells in a single night. 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

**School** illusion (mind-affecting)

**Classes** Mystic 5, Witchwarper 5

**Casting Time** 1 minute

**Range** unlimited

**Target** one living creature touched

**Duration** see text

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

**Y**ou, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The

recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

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

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

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

### DREAM, LESSER

**School** illusion (dreaming, mind-affecting)

**Classes** Mystic 3, Witchwarper 3

**Casting Time** 1 minute

**Range** unlimited

**Target** personal

**Duration** see text

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

**T**his spell functions as the *dream* spell, except as follows. The messenger must be yourself. The message can be no longer than 15 words. If the recipient of the message is not asleep when the spell is cast, the spell automatically fails.

### DREAM BANQUET

**School** illusion (dreaming, shadow)

**Classes** Mystic 2, Witchwarper 1

**Casting Time** 2 hours (dreaming)

**Range** 60 foot radius

**Target** 1 sleeping creature/2 caster levels

**Duration** 1 day/level

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

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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 +4 luck bonus to saves against ingested poisons.

## DREAM CONJURATION

**School:** conjuration (dreaming)  
**Classes** Technomancer 2, Witchwarper 2  
**Casting Time:** 1 standard action  
**Range:** personal and close (25 ft. +5 ft./2 levels)  
**Effect:** one conjured object (see text)  
**Duration:** 25 hours  
**Saving Throw:** none; **Spell Resistance:** no

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, be no more than 5 bulk, and have an item level no greater than ½ your caster 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. It cannot be used to fulfil any requirement (for example, you cannot summon OPBs and use them to craft an object), and is clearly temporary and conjured (and thus valueless).

## DREAM DEBATE

**School** divination (dreaming, mind-affecting)  
**Classes** Mystic 1, Witchwarper 1  
**Casting Time** 1 hour (dreaming)  
**Range** 30 feet  
**Target** 24 hours or until  
**Duration** instantaneous  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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 Take 20 on a single Intelligence-or Wisdom-based skill check, as long as they are not in combat and there is no trap of hazard triggered by failing the check. A target can only benefit from one *dream debate* at one time.

## DREAM JAUNT

**School** conjuration (teleportation)  
**Classes** Mystic 5, Witchwarper 5  
**Casting Time** 6 hours (dreaming)  
**Range** see text  
**Target** you and one willing sleeping creature/level  
**Duration** 1 hour/level (D)

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 following table:

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



## 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 PREPARATION

**School** conjuration (dreaming)

**Classes** Mystic 2, Witchwarper 2

**Casting Time** 4 hours (dreaming)

**Range** personal

**Duration** 1 day or until expended

**Saving Throw** Will negates (harmless)(see text);

**Spell Resistance** yes (harmless) (see text)

You dream of a magic academy, where you are taught to cast a spell you normally cannot. You can cast this spell using a higher-level spell slot in order to prepare more powerful dream spells.

You select one spell you are aware of to prepare in your dream. If the spell is one available to your class, it must be at least 1 spell level lower than the spell slot you use for *dream preparation*. If it is of a different class, it must be at least 2 spell levels lower than the spell slot you use for *dream preparation*.

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 (DC 10 + your key ability score modifier, + ½ your caster level) 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.

## DREAMBLADE

**School:** necromancy [dreaming, mind-affecting]

**Classes** Mystic 5, Witchwarper 5

**Casting Time:** 8 hours (dreaming)

**Range:** unlimited

**Target:** one living creature

**Duration:** see text

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

You enter a sleeping trance that allows you to enter the dreams of another creature and draw both the target and yourself into 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

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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 10 + your caster level + your Charisma modifier, rather than your normal spell save DC. If the target has spell resistance, you must overcome it normally.

Once you and the target are in 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 +1 per combat feat known (representing pure combat skill); 1d20 + caster level +1 per Spell Focus feat or feat with Spell Focus as a prerequisite (representing flexible magic power), a Bluff check (representing a flexible mind), an Intimidate check (representing a powerful presence), or a Mysticism 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 Knowledge check with a bonus equal to 20 + your Caster level + the highest of your Int, Wis, or Cha bonus.
- The target suffers the shaken condition for 1 day/ your caster level.
- The target is affected by a *curse* spell you can cast, with no additional saving throw.

If you are defeated in this combat, you are shaken (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

**School** divination (dreaming, mind-affecting)

**Classes** Mystic 3, Technomancer 3, Witchwarper 3

**Casting Time** 6 hours (dreaming)

**Range** 30 feet

**Target** one sleeping creature

**Duration** 24 hours (or until target sleeps again)

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

**Resistance** yes (harmless)

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 gains an insight bonus and is considered trained in one skill. The target gains an insight bonus equal to half your caster level (to a maximum that cannot exceed its half its own level minus any ranks it already has in the skill). A target can only benefit from one *night school* at one time.

## NIGHT TERRORS

**School** illusion (emotion, evil, mind-affecting)

**Classes** Mystic 6, Witchwarper 6

**Casting Time** 1 standard action

**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 and can't regain spell slots or uses of daily abilities. After one night of poor sleep, the target is fatigued (or exhausted if it was fatigued before trying to rest). A creature affected by this spell doesn't recover from the fatigued or exhausted condition inflicted by this spell after resting, nor do spells provide any respite.

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* and then becomes subjected to a fear condition, the target experiences the next higher level of fear than it would normally. This aspect of the spell is a fear 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

**School** divination [dreaming]

**Classes** Mystic 3

**Casting Time** 6 hours (dreaming)

**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 2 prophecies you gain. Twice 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.

- A +3 insight bonus on one saving throw.
- A +5 insight bonus on any one skill check.
- A +4 insight bonus on one initiative check.

### PROPHETIC DREAMS, GREATER

**School** divination [dreaming]

**Classes** Mystic 5, Witchwarper 5

**Casting Time** 4 hours (dreaming)

**Range** personal

**Duration** 24 hours or until expended

As *prophetic dreams*, except you can expend your prophecy five times over the next 24 hours, selecting the desired effect each time. If you choose to cast this spell twice in the same 8-hour sleep, you can expend your prophecy a total of ten times in 24 hours.

### PROPHETIC DREAMS, LESSER

**School** divination [dreaming]

**Classes** Mystic 1, Witchwarper 1

**Casting Time** 8 hours (dreaming)

**Range** personal

**Duration** 24 hours or until expended

As *prophetic dreams*, except you can only expend your prophecy once over the next 24 hours, for an effect of your choice.



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