

SF

Now I lay me Down to Sleep

Minor Household Magic



52-IN-52

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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 forces the wards were meant to repel were responsible for spreading the powerful magic in hopes of developing a foil. But as explorers travelled to distant systems, they found 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 universe 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 presented in this book 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

starfarers will enhance their beloved somnifer with protective magic or technological gadgets, a somnifer is neither and does not detect as such. 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 dragons are so disturbed when even a single credstick 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

Classes Mystic 1-6, Technomancer 1-6, Witchwarper 1-6

School conjuration (summoning)

Casting Time 1 round

Range medium

Targets one somnifer; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You channel the psychic imbue ment of an attuned somnifer, summoning its essence from the owner's dreamscape to manifest as a creature under complete control of its attuned owner. This spell functions as *summon creature*, except instead of selecting four creatures when you learn the spell you summon the creature most appropriate for the specific somnifer you target when you cast the spell. The same somnifer will always summon the same creature, with more complex and multi-part somnifers usually being those that can summon more than one creature. Changing the creature summoned requires gaining a character level, or targeting a different somnifer.

The somnifer is a part of the summon for the duration of the spell. When the spell ends, the somnifer returns in the same square the summoned creature last occupied. If the summon is reduced to 0 HP or less, the somnifer returns broken and must be repaired before it can provide benefits as a somnifer (including use as a focus in *manifest somnifer*).

BOGEY WARD

Classes Mystic 1

School abjuration

Casting Time 1 minute

Range touch

Targets one creature/level

Duration 24 hours, see below

Saving Throw Will negates (harmless); **Spell Resistance** no

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. Subjects have a 50% chance to negate the shaken and frightened conditions. Any other effect with the fear descriptor affects

them normally, and effects that ignore immunity to fear also ignore *bogey ward*. This spell's protective magic is easily broken when one has to act to face a legitimate threat, and the spell is dismissed 1 round after the target acts in combat.

Targets carrying or wearing an attuned somnifer gain a +2 morale bonus on saves against fear effects. Increase this to a +4 morale bonus on savings throws against fear effects created by fey. After the spell is dismissed, so long as the subject has their somnifer on their person, this morale bonus persists 1 round for every remaining hour of *bogey ward*'s duration.

If a target with an attuned somnifer loses their somnifer while the spell is still active, the benefits of *bogey ward* are suppressed, and take a -2 penalty on saves against fear effects (increase this penalty to -4 against fear effects created by fey). This penalty lasts until the target is reunited with their somnifer, or when *bogey ward* would end.

CONVALESCENCE

Classes Mystic 2, Witchwarper 2

School conjuration (healing)

Casting Time 10 minutes

Range touch

Targets one willing creature/level

Duration 8 hours

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

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 regains 6 Hit Points per character level and any ability damage they have is reduced by 6 points per affected ability score. They move two steps toward healthy on the progression track of each poison and disease they are affected by, provided they've either fulfilled that poison or disease's cure condition or reached the end of its duration. Any interruption during the rest (such as being awoken) ends the effect of the spell on the awakened target. A creature may provide long-term care to a creature subject to *convalesce*.

Targets sleeping with an attuned somnifer get a +2 circumstance bonus against any ongoing afflictions they have yet to cure. If a target with an attuned

somnifer loses their somnifer before they wake up, they do not benefit from *convalesce* and do not receive any hit point, ability score, or somnifer attunement benefits of having a full night's rest. 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

Classes Mystic 0, Technomancer 0, Witchwarper 0
School divination

Casting Time 1 standard action

Range 40 ft.

Area cone-shaped emanation

Duration instantaneous; see below

Saving Throw none; **Spell Resistance** no

You detect the presence of an 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.

You can cast this spell and concentrate for 1 minute while in physical contact with a confirmed somnifer to receive details regarding the somnifer's attuned owner. After 1 minute, you attempt a DC 10 Mysticism or Computers check to determine the last time the somnifer's owner slept with the somnifer. You may attempt a DC 20 Mysticism or Computers check to cast additional divination spells to determine the status of the owner the last time they slept, including alignment, appearance, and location when they slept. Using *Retrocognition* or similar magic can allow you to view the subject in their last dream. If the last dream was especially revelatory or traumatic, this may require a Will saving throw (DC = 15, 20, or 25 depending on the severity of the visions) or lose your concentration on the spell. If you fail this saving throw, the spell ends and you cannot attempt it again for 24 hours (during which time the somnifer may lose attunement).

DREAMBOND

Classes Mystic 4, Technomancer 4, Witchwarper 4

School divination

Casting Time 1 standard action

Range close

Targets one willing creature/level

Duration 8 hours

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

Resistance yes (harmless)

You manifest a bond between your dreamscape and several willing creatures, each of which must have an Intelligence score of 3 or higher. 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, allowing everyone in the bond a Perception check without the normal penalty for being asleep.

Creatures in the bond asleep with their somnifers can communicate in one another's dreamscapes for up to 10 minutes per caster level. Time spent in shared dreamscapes happens at the same rate as the plane the characters are asleep in. If a creature loses their somnifer while in another creature's dreamscape, they become trapped and can not wake until the somnifer is returned or they succeed at a Will saving throw. If they fail, they are allowed a new saving throw every 10 minutes.

NIGHT SHIFT

Classes Mystic 4, Technomancer 4, Witchwarper 4

School enchantment

Casting Time 10 minutes

Range touch

Target one willing creature

Duration 8 hours

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

Resistance yes (harmless)

The caster creates a complex representation of the target's preferred dreamscape, worth at least 100 credits, which slowly erases itself as the lucid dreamer is cast into an ever-evolving dreamscape. The target experiences one day of time

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during which time 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.

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, reducing the time this activity would take by up to 50% (potentially allowing the character to perform more than one downtime activity per casting of the spell). An attuned somnifer may instead function as a placeholder for tools, instruments, or raw materials, providing a +4 circumstance bonus on a relevant skill check done to complete or determine the success of a downtime activity performed the next day. 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

Classes Technomancer 1, Witchwarper 1

School illusion

Casting Time 1 standard action

Range touch

Target one pillow or somnifer

Duration 1 hour/level

Saving Throw Will disbelief; **Spell Resistance** no

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 image includes sounds, smells, and thermal illusions, 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 interacts with the glamor may attempt a Will save to recognize it as an illusion.

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.

2nd: When you cast *pillow trick* as a 2nd-level spell, you can target one pillow or somnifer for every 2 levels and the targets do not need to be covered by sheets or blankets. If a target with an attuned somnifer loses their somnifer while a 2nd level *pillow trick* is active, all remaining glamors 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

Classes Mystic 2, Technomancer 2, Witchwarper 2
School abjuration

Casting Time 1 minute

Range 30 feet

Targets 1 creature/level

Duration 8 hours

Saving Throw Will negates (harmless); **Spell Resistance** no

You ward the target's minds and souls using a traditional lullaby to protect them in their sleep. While sleeping, the targets gain spell resistance equal to 10 + your caster level against mind-affecting effects and spells and abilities that target sleeping creatures. Also, effects that are triggered by or must specifically target a sleeping or helpless creature have a 50% chance of failure against subjects of this spell.

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 on saving throws against mind-affecting effects and spells and abilities that target sleeping creatures. This penalty lasts until the target is reunited with their somnifer, or the duration of *protective lullaby* would expire.

SWEET DREAMS

Classes Mystic 0, Technomancer 0, Witchwarper 0

School enchantment

Casting Time 1 standard action

Range touch

Target one willing creature

Duration 8 hours

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

Resistance yes (harmless)

The next time the target sleeps (within the next 8 hours), they dream 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.

Targets sleeping with an attuned somnifer can instead deepen an existing bond. They remain attuned to and are considered to have their somnifer on their person for up to 1 day per caster level. If a target with an attuned somnifer loses their somnifer before they awaken, they do not benefit from *sweet dreams* and their dream becomes a nightmare. They are in a foul mood the next day and take a -1 penalty on Cha-based skill checks until they have 8 hours of complete rest, or are reunited with their somnifer.

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