

A Guide to
Dreamwalking:
Excerpts from the Journal of
Doctor Illhousen

English Translation by David "Jester" Gibson

This product has been published under the regulations of the Open Gaming License Version 1.0a d20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at: www.wizards.com/d20.

This product requires the use of the Dungeons and Dragons® Players Handbook, published by Wizards of the Coast. Dungeons and Dragons, Wizards of the Coast, and D20 are registered trademarks of Wizards of the Coast. 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 1.0 Copyright 2000, Wizards of the Coast.

No part of this document is Open Game Content Any unauthorized duplication of this document will result in a public flailing. Guide to Dreamwalking: July 1st, 2008

david@fraternityofshadows.com

Fraternity of Shadows®

In no event is the Fraternity of Shadows liable for damages caused by the misuse of its products.

Dungeons and Dragons, D&D, and Ravenloft are trademarks owned by Wizards of the Coast Inc (WotC).

This netbook is not in any way a challenge of any copyrights.

These trademarks are used without permission.

The author strongly encourages all readers to support WotC, D&D, and their FLGS.

Please don't sue me, I'm a poor student.

Table of Contents

The Dreamscape	page 3
Playing in Dreams.....	page 6
Willpower Points.....	page 9
Dream Use Skill.....	page 11
Dream Items.....	page 12
Dream Powers.....	page 14
Glossary.....	page 20

The dreamscape is the world beyond the Veil of Sleep, the planar world created by the subconscious minds of sleeping creatures. There the population of the world dreams and escape their mundane concerns, blissfully aware of the dangers and threats of this strange, fantastic world. It is the realm of nightmares, terrifying and inhuman creatures and their rulers, the Nightmare Court.

THE DREAMSCAPE

In the RAVENLOFT campaign setting there are two main regions of the dreamscape.

First there are *dreamspheres*: bubbles of reality created by dreamers that exist for a short time before disappearing with waking. Then there is the *Terrain Between*, also known as the Nightmare Lands: a floating pocket domain that exists as a physical space outside of dreamspheres and where reality meets the dreamscape.

Dreamspheres have been likened to bubbles of reality or glass globes in which dreams occur. Most dream scholars and dreamwalkers assume that the entire dreamscape is composed of dreamspheres. All dreamspheres are inherently connected; a dreamer's personal sphere is connected to those of his family, friends and even bitter enemies, people with whom the dreamer shares a strong emotional bond, either positive or negative. Through this chain of association, the dreamsphere of almost every sentient being can be reached.

Every dreamsphere is set in a single place, a *dreamscene*. These are created by the dreamer's mind but can be as small or large as needed. A dreamscene can occupy a single room, or a house, or even a small neighbourhood. As the dreamer moves the scene shifts. It has been described as being similar to a theatre stage with the dreamer cast as protagonist, as the scene changes so does the setting and background but everything is still occurring on a single stage.

The Nightmare Lands is different. It is both a physical place one may reach through travel and a place of dreams; It is

the Terrain Between, a place where one can walk between dreamspheres and navigate between dreams. Near the Misty border of the Nightmare Lands is the Ring of Dreams. Here the dreamspheres can be physically seen by dreamwalkers and wanderers. They float in space like massive crystal balls showing the dreamscenes of sleepers.

The physical bubbles remain in place for only so long as the dreamer sleeps, vanishing on waking. There are two exceptions to this. Some dreamers have stable dreamspheres with dreamscenes that continue from night to night so their dreamspheres remain in the Ring of Dreams. Victims of the Nightmare Court, whose fears and emotions are consumed in the *web of dreams*, also have permanent dreamspheres as they nightly return to torment.

PLANAR TRAITS

The dreamscape is a unique plane with variable laws. Dreamspheres are internally consistent but vary with each other. The Nightmare Lands has its own distinct traits. The dreamscape has the following planar traits:

- ◆ **Variable gravity.** Each individual dreamsphere can have different gravity. Gravity may also change over time. The Nightmare Lands has normal gravity.
- ◆ **Erratic time.** Dreamspheres can have time that seems faster or slower; however time in the waking world remains constant. The Nightmare Lands has normal time.
- ◆ **Self-contained.** Dreamspheres are large bubbles that move around the dreamer giving the impression of the infinite. However, outsiders to a dreamsphere must remain close to the dreamer or they will be moved to the edge of the sphere. The Nightmare Lands is infinite, although paradoxically it also has borders and edges.
- ◆ **Highly morphic.** Dreamspheres respond primarily to the

subconscious will of the dreamer that created them, but other individuals in a dreamsphere can alter it through physical or magic force and even sheer willpower. This also applies to the Nightmare Lands which regularly shifts and changes.

- ◆ **Mildly chaos-aligned.** Creatures who have a lawful alignment take a -2 circumstance penalty on all Charisma based checks. This applies in both dreamspheres and the Nightmare Lands.
- ◆ **Variable magic traits.** Magic varies depending on the dreamsphere. See *Spells in Dreams* for more information. The Nightmare Lands has normal magic.

Travel in the Nightmare Lands

The Terrain Between is technically finite and yet also infinite. As it occupies a space in the Waking World it is clearly finite, it is an island that can be circumnavigated. But travellers lost in its borders can spend years wandering aimlessly and claim that places, such as the City of Nod or Forest of Everchange, seem to go on forever.

Each location in the Nightmare Lands is technically infinite. As long as one lacks a destination they can move forward indefinitely. Similarly, if a group is divided over destination they will also travel nowhere. Once a destination is in mind it can be reached. For example, someone has to specifically plan to reach the edge of the woods, the shore of the island or the Ring of Dreams to exit the Forest of Everchange.

INHABITANTS

The dreamscape is populated by four types of beings:

Dreamers: Those known as dreamers are people who reach the dreamscape

through regular sleep. They are more subject to the rules and hazards of dreams.

However, since they are entwined with the plane they can manipulate dreamstuff with greater ease, although this is seldom done consciously.

Dreamers are typically confined to their own dreamspheres, which are products of their imagination. They reflect places they have been, people they know, and all their hopes and fears. Very rarely (and typically accidentally) they can slip into a neighbouring dreamsphere, such as those created by close friends and family. This also includes enemies, although it is much rarer and typically less pleasant to enter an enemy's dreamsphere.

A dreamer need not have met the person creating the dreamsphere for it to being considerer a neighbour. People can form strong bonds through regular correspondences and children have strong bonds with parents even if they have never met.

Even rarer than travel between dreamspheres is travel into the Terrain Between. Occasionally a dreamer will escape or be ejected from their own dream, entering into the physical world of dreams.

However, their physical body remains where they went to sleep so this duplicate form is composed of dreamstuff.

Dreamers have the following benefits and penalties:

- ◆ -1 circumstance penalty to all saves made in dreamspheres.
- ◆ +2 circumstance bonus to Dream Use checks.
- ◆ Corporeal in dreamspheres.
- ◆ Incorporeal in the Terrain Between.
- ◆ Dreamers gain the incorporeal subtype when they leave a dreamsphere without waking.

Dreamwalkers: These are people who reach the dreamscape through mediation and controlled dreaming. While their bodies are formed of dreamstuff, they retain their awareness of reality. They are not bound to particular dreamsphere and can step between them into other spheres and

scenes, moving between the dream worlds of multiple people. Dreamwalkers have to move between neighbouring dreamspheres through chains of acquaintance.

Dreamwalking can be dangerous as it leaves the physical body helpless and vulnerable until the mind returns. If the mind is trapped or distracted the physical body might waste away from lack of food or water or exposure to the elements. Most dreamwalkers meditate in safe locations and take pains to return to their body periodically.

Skilled dreamwalkers can also step out side of dreamspheres and into the Terrain Between. Their bodies are still mental constructs made of dreamstuff but, because of self-awareness, they are solid and can freely interact with the world. Dreamwalkers can leave the Ring of Dreams and venture elsewhere in the Nightmare lands but they must return to a dreamsphere to re-enter the waking world. Dreamwalkers typically enter the Terrain Between to move between distant dreamspheres, rather than weaving through a maze of connections and dozens of spheres, some possibly hostile.

It is unknown what would happen if a dreamwalker entered a portal and returned to the walking world. Most assume their dream self would fade although it is uncertain if their consciousness would return to their body.

Dreamwalkers have the following benefits and penalties:

- ◆ No penalty or bonus to saves made in dreamspheres.
- ◆ No penalty or bonus to Dream Use checks.
- ◆ Corporeal in dreamspheres.
- ◆ Corporeal in the Terrain Between.

Wanderers: People who physically travel to the Nightmare Lands through the Mists or over the Nocturnal Sea are known as wanderers, especially if they step into a dreamsphere. They do not exist in both the waking and dream worlds. Those who stepped through a *nether portal*—a doorway between the waking and dream worlds— are also wanderers. Nether portals can lead to

individual dreamspheres or the Nightmare Lands.

As wanderers are physically in the dreamscape they are less affected by its hazards, but find it more difficult to affect the world. Wanderers can easily move between dreamspheres and step outside them altogether and into the Terrain Between. In dreamspheres, wanderers are essentially phantoms and unable to physically touch anything. In actuality, their flesh and blood bodies are more solid than the almost ethereal dreamstuff, so for the wanderer it appears as if they are incorporeal.

Wanderers have the following benefits and penalties:

- ◆ +1 circumstance penalty to all saves made in dreamspheres.
- ◆ -2 circumstance bonus to Dream Use checks.
- ◆ Incorporeal in dreamspheres.
- ◆ Wanderers gain the incorporeal subtype when they enter a dreamsphere.
- ◆ Corporeal in the Terrain Between.

Dreamspawn: Creatures born of dreamstuff, they are the creations of dreamers. The vast majority are simply empty shells created to act in supporting roles in dreamscenes; when a dreamer interacts with someone in a dream, either friend or foe, that is a dreamspawn.

Some rare dreamspawn gain independence from their dreamer and can survive after the dreamer wakes or escape into the Terrain Between. Most independent dreamspawn are harmless and a few are even benevolent. They are typically frail constructs with short lifespans, fading from existence without the sustaining imagination of a dream. The majority of stronger and longer-lived dreamspawn are nightmares, inadvertently created by the strong emotions of fear or anger. Many become servants of stronger dreamspawn or even the Nightmare Court.

As creatures of dreams they are adept at shaping dreamstuff. They exist only in the dreamscape but can move between

dreamspheres. Powerful dreamspawn have been known to escape (or be summoned) into the Terrain Between or move through nether portals into the real world.

Dreamspawn have the following benefits and penalties:

- ◆ No bonus or penalty to saves made in dreamspheres.
- ◆ +2 racial bonus to Dream Use checks.
- ◆ Corporeal in dreamspheres.
- ◆ Corporeal in the Terrain Between.
- ◆ Incorporeal in the waking world.

Dreamspawn seldom exist for long outside the dreamscape.

PLAYING IN DREAMS

The chaotic and transient nature of dreams requires some adjustment to the standard d20 rules.

DREAM SELVES

When entering the dreamscape through dreaming or dreamwalking, characters are replaced by their dream self. When creating this mental construct, characters revert to an idealized state of being. Wanderers, as they physically travel into dreams, require no adjustment.

Dream selves have identical stats to their real-world counterparts. In this idealized state they have favoured equipment: a fighter who has specialized in the longsword would retain his favoured weapon, especially if it has some emotional significance. Disposable items such as scrolls, potions and wands are typically not found on the dream self unless the character always possesses such an item. A cleric who always carries a wand of *cure light wounds* and frequently uses it would have it on their dream self, while a sorcerer who very occasionally uses a *wand of magic missiles* would find the item lacking.

Recent changes are typically not reflected, such as those that have occurred in the past couple weeks. Fresh scars or recently gained equipment are not present, however newly lost items might still be there.

As the avatar is a mental projection it does not reflect temporary real world conditions such as injuries or disease. This excludes chronic conditions or permanent disabilities; someone missing an eye would still be missing it, unless it had only been lost in the past few days.

Level loss, through energy drain or other abilities, and ability damage or drain is never reflected in the dream self. However, level loss from other sources, typically from being raised from the dead, is reflected.

Behind the Curtain: Dream Selves

Fans of the original dream rules in the 2e Boxed set *The Nightmare Lands* may recall the original rules of swapping physical stats for mental ones. The idea being that a character with a strong force or will would be physically stronger in a mental world, while a weak-willed character would be the opposite.

This was not done for the 3e rules for a couple of reasons. Firstly, it required a radical re-write of every character. Attack bonuses, skills, saves, armour class, etc all required revision for the dream self. This meant gameplay would grind to a halt while people adjusted their character sheets.

The second reason was that it would possibly remove half the characters from play. Melee characters would find themselves hopelessly underpowered compared to social and spellcasting characters who would suddenly be all-powerful.

INJURY AND DEATH

Despite being a mental realm injury can still occur in the dreamscape. Dreamers and dreamwalkers alike are subject to mortal wounds from accidents, spells, or even physical assault. Hit points are lost just as in the waking world and when they reach -10 the character is dead, or rather their mental projection dies. However, what happens after death is subject to variation.

Regardless, any damage or trauma inflicted in the dreamscape has no impact on the waking world's physical body (usually).

Death is often less permanent in dreams depending on the nature of the individual.

Dreamers are more or less invulnerable to all but the most lethal dream attacks, while wanderers are quite mortal.

Dreamers: People who die in dreams typically wake-up instantly. Victims of violent deaths must make a DC 15 Fear save (see the *Ravenloft Player's Handbook*). A particularly terrible or lingering death increases this to DC 20. Dreamers are less rested following a dream death and are fatigued the following day.

Fatigued dreamers can recover as per normal, 8 hours of rest. At least half of this rest must also be peaceful sleep (no nightmares. A second death while fatigued move the victim to exhausted.

Some dreamspawn can prevent dreamers from awaking after a death, keeping them imprisoned in the dreamscape and subjecting them to repeated death or torture. In addition to Fear saves, this is also treated as gaslighting (see Madness rules in the *Ravenloft Player's Handbook*).

Dreamwalkers: Dreamwalkers are slightly more vulnerable in the dreamscape.

They are much more rational than dreamers and aware of the dangers. Dying in the dreamscape violently forces the dreamwalker back to the waking world. This shock causes 2d6 points of Wisdom damage, with a DC 15 Will save halves this damage. The dreamwalker also becomes fatigued. If the dreamwalker dies twice in a single day they become exhausted.

Wanderers: Having no physical body in the waking world wanderers cannot wake-up or be forcibly returned to their body. When a wanderer dies in the dreamscape they simply die. Thankfully, there are a number of dream powers that can preserve a wanderer's life or prevent their soul from departing. However, the Nightmare Court knows these powers as well...

TIME IN DREAMS

In the dreamscape time is fluid and varies depending on location: different dreamspheres can have wildly variable rates at which time passes. When a dreamsphere is created its planar traits are set and remain until altered or the dream ends. To the dreamer and anyone else in the dream time seems to be passing normally, however outside observers see time passing slowly or incredibly fast.

Combat in dream time is identical to that of waking time, counted in rounds and minutes. Spells and other effects that have a duration measured in rounds work normally.

In certain rare instances characters might find themselves operating at different relative speeds. For example: during a combat situation involving a dreamer whose companions are still in the waking world attempting to rouse them, or when someone has used a dream power.

For ease of play, characters in accelerated dreamtime operate as if the spell *haste* had been cast on them while outside characters act normally. Alternatively, in cases where there is a large difference in speed, one party is considered *hasted* while the other *slowed*. A GM can also grant additional move actions to particularly accelerated individuals.

It should be noted that time is less fluid in the Terrain Between and can usually be measured as in the waking world. Transitions are rarer and instead the land itself seems to subtly change over time.

Time between rounds passes much more erratically during dreams and it is difficult to consistently measure how much time has passed. For ease of play an abstract system is used to measure the passage of time. The passing of time is known as a *transition*.

There are minor, moderate and major transitions.

Minor Transitions: These are considered to be the equivalent of tens of rounds to several minutes. Minor transitions are small changes in the location of the dreamscene, such as moving between

rooms in a house or slowly progressing a short distance overland.

The overall environment remains the same between minor transitions. All spells and similar effects with a duration measured in rounds expire after a minor transition.

Minor transitions only occur out-of-combat unless dream powers are used, even if combat changes locations. Characters also heal a number of hit points equal to their Hit Dice after a minor transition.

Physical laws and planar traits typically remain the same after a minor transition.

Moderate Transitions: Moderate transitions occur when the dreamscene changes locations and is the equivalent of tens of minutes to several hours. If a dreamscene moves from a building to the outside world a moderate transition has occurred. There is typically a sense of continuity between moderate transitions: a forest thins and becomes a field, a house opens into a city, or the day ends and night falls.

Time might pass during the transition, such as several vivid hours spent hiking overland, or there might be a sudden change with a hazily recalled period between, such as the overland trip beginning then ending with fleeting impressions of distance in-between.

All spells and similar effects with a duration measured in minutes or less expire after a minor transition. Characters also heal a number of hit points equal to twice their Hit Dice after a moderate transition.

Physical laws and planar traits typically remain the same after a moderate transition.

Major Transitions: The most dramatic transitions, these are abrupt and jarring changes between dreamscene with no sense of continuity or logic. They are the equivalent of tens of hours or days. Stepping out a building into an empty desert, or sinking into a snowdrift and into an ocean are examples of major transitions. Physical laws and even planar traits can change between major transitions, although the latter is rare.

All spells and effects with a duration measure in hours or less expire after a major transition. Characters heal a number of hit points equal to four times their Hit Dice after a moderate transition. After a major transition, all abilities and spells used in the dreamscape are also restored.

HEALING

Healing is different in the dreamscape as time is more fluid and bodies are mental projections. Damage inflicted in a dreamsphere remains for the dreamscene, the current time and location the sphere represents. As long as the setting remains the same all inflicted damage and conditions persist. In progressive scenes where events move from location to location without interruption and retaining continuity, all damage is retained. After moderate or major transitions injuries can be partially or completely healed.

Any transition, either naturally or through the Dream Use skill, partially heals a character. After a minor transition characters heal a number of hit points equal to their Hit Dice. After a moderate transition characters heal a number of hit points equal to twice their Hit Dice. Additionally, negative conditions (such as shaken or dazzled) with a duration measured in minutes or less are also removed. After a major transition characters heal a number of hit points equal to the four times their Hit Dice and negative conditions with a duration measure in hours or less are removed. Transitions also remove beneficial effects such as spells or other "buffs". See the *Dream Powers* and *Time in Dreams* section for more information.

In the Terrain Between healing is handled normally as time remains constant and there are no abrupt changes. Even if the Dream Use skill causes a moderate or major transition no damage is healed.

SPELLS IN DREAMS

Spellcasting in dreams is unpredictable and often unreliable. The rules that govern dreams are inconsistent and physical and magical laws can change without warning.

The exact rules vary depending on the dream: the more fantastic and less 'real' the dream, the harder it is to cast spells.

The dream environment causes spells to simply fail, similar to spellcasting while wearing armour. The chance of failure depends on the hostility of the environment.

This might be the actual physical dreamscape, such as dream set on a stormy ship, or because the laws of magic work differently.

Spellcasting Environment	Chance of Spell failure
Easy	*
Normal	0%
Difficult	10%
Hard	25%
Impossible	50%

**magic does not simply work, it works better! Every time a spell is cast, there is a 10% chance a random metamagic feat is applied to the spell with no increase of level or casting time.*

Random Metamagic

See page 91 in the *Player's Handbook* for a list of metamagic feats. If the possible feat cannot be applied to that spell, for example, an extended *fireball*, then the spell is simply cast normally.

For a random feat roll 1d6

- 1: Spell is Empowered
- 2: Spell is Enlarged
- 3: Spell is Extended
- 4: Spell is Heightened
- 5: Spell is Maximised
- 6: Spell is Widened

Spellcasters can attempt to judge the current physical laws and adjust their spells to compensate for the conditions of dreams, much like a wizard might adjust their *fireball* spell for casting underwater. This requires a

Spellcraft check (DC 15 + spell level + 5/ step above normal). For example, compensating for a Hard environment while casting *burning hands* requires a DC 26 Spellcraft check (15+1+10). If successful this negates the chance of spell failure until

conditions change, either by moving to the next dreamscene or through use of dream powers (see the Dream Use skill).

Alternatively, spellcasters can use the Dream Use skill to modify the spell allowing it to be cast without a chance of failure.

For dreamers and dreamwalkers, spells cast in dreams do not count against a casters daily limit. Spellcasters are limited to spells they retained prior to entering the dreamscape and are unable to memorize during dreams, even if a dream spellbook is present. However, major transitions also restore spells. Wanderers can rest and rememorize spells, but only in the Terrain Between.

WILLPOWER POINTS

A character's willpower can influence an individual's dreams. Even when not actively changing a dream through the Dream Use skill, those with strong wills can influence the outcome of events. Willpower points reflect this.

In the Dreamscape, willpower points act as action points (see *Unearthed Arcana*, the *Eberron Campaign Setting* or the *System Reference Document*) but may also be spent for certain uses of the Dream Use skill. Characters have fewer willpower points but they can be replenished through certain actions.

Characters have base willpower points equal to 1 + their Wisdom modifier. For example, someone with a Wisdom score of 14 begins with 3 willpower points (1 + 2 = 3).

A Wisdom penalty acts as a negative number so characters might begin with no pointer or lower, having to work themselves into positive numbers before they can use some dream powers.

In games that use action points those can also be used in dreams but they cannot be spent for the Dream Use skill. Willpower points can also be used to activate any feats or class abilities that require action points.

However, willpower points can only be used in this way in the dreamscape. Alternatively, willpower points can be

ignored in favour of action points with action points being used for dream powers.

USE

Only a single willpower point can be used in a round. Spending a Willpower point can do the following:

- ◆ **Activate Dream Power:** A character can use a Dream Power that requires a willpower point.
- ◆ **Modify a Roll:** You can spend 1 willpower point to improve a d20 roll, add the result of a 1d8 to the d20 roll (including attack rolls, saves, and checks).
You can use a willpower point to alter a roll after the roll is made but only before the GM reveals the result of that roll. You cannot use a willpower point to alter the result of a d20 roll when you are taking 10 or taking 20.
- ◆ **Activate Class Ability:** A character can spend a willpower point to gain another use of a class ability that has a limited number of uses per day. For example, a monk might spend a willpower point to gain another use of their stunning fist ability, or a paladin might spend an willpower point to make an additional smite attack.
- ◆ **Extra attack:** During any round in which a character takes a full attack action, they may spend a willpower point to make an extra attack at their highest base attack bonus. Willpower points may be used in this way with both melee and ranged attacks.
- ◆ **Spell Boost:** A character can spend a willpower point as a free action to increase the effective caster level of one of their spells by 2. They must decide whether or not to spend a willpower point in this manner before casting the spell.
- ◆ **Stable:** Any time a character is dying, they can spend a willpower

point to become stable at their current hit point total.

- ◆ **Use Untrained:** A character can spend a willpower point to be able to use the Dream Use skill as if they were trained. They receive no bonus but can attempted uses of the skill or dream powers that requires training.

However, as a character can only use a single willpower point a round they cannot use a Dream Power that requires spending an additional willpower point.

GAINING POINTS

Willpower points can be gained from the following methods:

- ◆ **Confronting fear:** Every time a character makes a successful Fear or Horror save, or makes a successful Will save against a fear effect or spell they gain an additional willpower point.
- ◆ **Killing Blow:** The character than lands the final blow against an opponent gains one willpower point. If an opponent dies from an ongoing effect such as a spell or alchemist's fire then the character that landed the last hit and the character that did the ongoing damage both gain a willpower point. If this is the same character then only a single point is gained.
- ◆ **Natural 20:** Every time a character rolls a natural 20 for a skill check, attack roll or saving throw while in a dreamsphere they gain one willpower point from increased confidence.
- ◆ **Rest:** A full night's rest outside of the dreamsphere, even if on the Terrain Between, fully replenishes a character's base willpower points.

If a character has gained more points than they have spent, resting does not restore spent points. While resting cannot increase a character's current total above their base, additional points are not lost.

For example, a dreamwalker with a Wisdom score of 10 spends a willpower point then manages to roll a 20 which lands the killing blow. The character's total is 2. If they rest they do not lose the extra point or gain the spent point back.

OPONENTS AND WILLPOWER

Unlike action points, NPCs, monsters and opponents also get willpower points and can use them. However, they can only use them to fuel dream powers and other uses of the Dream Use skill. They cannot use willpower to increase their rolls or gain extra attacks.

NPCs begin play with willpower points equal to their wisdom modifier (ie 1 less than PCs) and only gain more by rolling a natural 20. They do not gain points for confronting fear or landing killing blows. They can regain willpower points through rest if the situation occurs.

DREAM USE SKILL

Dreamstuff and dreamspheres can be manipulated for a wide variety of effects and uses. People in a dream can seemingly do anything from flying to changing their appearance. This is reflected in the Dream Use skill.

For games that use the Lucid Dreaming skill (see *Manual of the Planes*) treat ranks in one as ranks in another.

Dream Use (Wis)

Dream Use is a new skill that allows dreamers or dreamwalkers to manipulate dreamstuff and alter the dreamscape. It is usable untrained but a few rare people put ranks into the skill to become masters of dreams. Dream Use is considered a crossclass skill for all base classes.

Check: the DC varies depending on what is being attempted.

Change dreamsphere (DC 15): You can exit your current dreamsphere for a neighbouring dreamsphere. Only a single person in a party needs use this power, it essentially opens a door or portal between dreamspheres. This use of the skill is a Full-

round action that does not provoke an attack of opportunity.

Task	DC
Change dreamsphere	15*
Deny death	15
Dream Power	Variable*
Dreamwalk	10*
Enter dreamsphere	15
Exit dreamsphere	20*
Realize you are dreaming	5
Spell use	15+ spell level
Wake-up	10*

*Subject to modifiers based on location. Varies depending on current location, except dreamwalking which varies based on destination.

Location	Modifier
Own dreamsphere	+4
Ally's dreamsphere	+2
Neutral dreamsphere	+0
Opponent's dreamsphere	-2
Terrain Between	-4

Use current location; except when dreamwalking use the destination

Deny death (DC15): By denying the reality of the dreamscape you can prevent negative effects from dying there. Dreamers are still ejected from the dreamscape but do not need to make any fear or madness saves. Dreamwalkers can choose to be ejected into their waking body or into a random neighbouring dreamsphere at 0 hit points. Wanderers cannot leave the dreamscape but successful use causes them to immediately stabilize. Wanderers can only attempt this use of the Dream Use skill while in a dreamscape. This use of the skill is an Immediate action and requires the use of a willpower point.

Dream Powers (varies): These are a number of special abilities that can be used in the dreamscape with the Dream Use skill.

Each use of a power requires a Dream Use check and some require the use of willpower points. Dream powers are divided into three categories: Self, Others, and Environment.

For a full description see the *Dream Powers* section.

Dreamwalk (trained only, 10): This use of the Dream Use skill allows someone to enter the dreamscape while functionally awake.

They create a dream self and project it into the sleeping world, typically into their own dreamsphere or that of another nearby sleeper. For this use of the skill the location modifiers apply not to the current location (the waking world) but to the location desired. When dreamwalking the physical body is considered resting for regaining hp but not for regaining spells as the mentalself is still active. A dreamwalker's physical body is considered asleep and is helpless, especially as the dreamwalker cannot be awoken.

Enter dreamsphere (DC 15): This use of the skill allows you to enter an adjacent dreamsphere from the Terrain Between.

This requires a standard action that provokes an attack of opportunity.

Exit dreamsphere (DC 20): This allows you to exit a dreamsphere for the Terrain Between. This requires a standard action that provokes an attack of opportunity.

Realize you are dreaming (trained only, DC 5): This allows you to realize you are dreaming and consciously use dream powers and the Dream Use skill. This applies only to dreamers and not dreamwalkers or wanderers. This use of the skill is an immediate action.

Spell use (15 + spell level): This allows a spellcaster to ignore the chance of spell failure for a hostile dream environment until the next moderate transition. Using the skill in this fashion is a swift action.

Wake-up (DC 10): This allows you to force yourself awake when dreaming. This skill can only be used by a dreamer and if they are aware they are dreaming.

Wanderers, as they are without an external physical body, cannot wake-up. Using the skill to wake-up requires a full-round action that provokes an attack of opportunity. If injured while attempting to wake-up a Concentration check (DC 10 + damage dealt) is required or the attempt automatically fails.

Action: Varies. See descriptions above.

Try Again: Yes.

Synergy: If you have 5 ranks in Knowledge (the planes), you get a +2 synergy bonus to Dream Use checks.

Special: Someone trained in the Dream Use skill can aid an untrained individual allowing them to use the Dream Use skill as if they had ranks. This can be used to dreamwalk or even use dream powers. Only someone with ranks in the Dream Use skill can assist in this manner. Someone without ranks can only assist in uses that do not require training, even if they are assisting someone with ranks in the skill.

Behind the Curtain: A Dream Skill

The reasoning behind having a dream skills and powers opposed to a feat is simple: anyone can use a skill. Feats, while interesting and more permissive of new abilities and powers have to be selected, forcing characters to spend some of their limited number feats on abilities only usable when sleeping. This is problematic. They would only be beneficial in dream-centric campaigns but less useful for one-shot adventures –a weekend in dream-hell.

Dream feats would also favour monsters whose HD and number of feats increase faster than their CR, making it easier for them to pick-up a feat or two. And, since monsters are only in a single adventure, they do not need to choose feats that benefit them for a long period. Having the Dream Use skill partially usable untrained allow PCs the chance to use the skill and dream powers while still allowing characters in dream campaigns to specialise and improve.

DREAM ITEMS

A number of mundane items can grant additional benefits to those interested in dreamwalking.

A GUIDE TO DREAMWALKING

Sub-titled *Excerpts from the Journal of*

Doctor Illhousen, this rare publication is a how-to guide to dreamwalking and a rough guide to the dreamscape.

- ◆ Consultation of the book, at least one full day, provides a +2 circumstance bonus to the
- ◆ Study of the book also grants a +2 circumstance bonus on Knowledge (the Planes) checks, provided the tome is give 1 hour of uninterrupted review immediately prior to attempting the check.
- ◆ Dream Use skill on trained attempts to dreamwalk. The book's directions allow an untrained reader to attempt to dreamwalk without ranks in the Dream Use skill. They are assumed to have a "virtual rank" in the skill that confers no bonus to rolls.

DREAM-CATCHER

Created by Abber nomads, a dream-catcher protects dreams from intrusion by dreamspawn and from all dream-affecting magic. They resemble a ring of twigs or bark with a web of string or silk in the middle. Within the web are small beads, typically bright stones or glass.

- ◆ A dream-catcher makes the user's dreamsphere impregnable; it cannot be entered by magic, dream powers or the Dream Use skill.
- ◆ The user is functionally immune to all dream powers.
- ◆ The user cannot leave their own dreamsphere, either by force or of their own will.

For more information on dream-catchers, refer to *VanRichten's Arsenal*.

NETHER STONE

A nether stone is a rock or other mundane item imbued with magic. It can create nether portals between the waking world and the dreamscape.

Nether stones can only be created in the dreamscape or Terrain Between out of an item formed of dreamstuff. They can only be used a limited number of times before they exhaust their power.

Most nether stones appear to be unremarkable mundane items, even to close examination. In the dreamscape and Terrain

Between there is no way to identify what is a nether stone, although Abber typically decorate their stones with carvings and paint. In the waking world, nether stones seem soft and partially insubstantial or out of focus.

They are typically created by Abber shaman as a method of entering dreams to learn of other places or experience visions.

They are also used in Abber ceremonies allowing apprentice shaman to enter dreams for the first time.

- ◆ They create a portal between a dreamsphere and another dreamsphere or even the waking world or Terrain Between.
- ◆ A portal remains open for 1d4+2 rounds.
- ◆ Activating a nether stone is a standard action.
- ◆ If used in the waking world can only enter the dreamsphere of a known individual.
- ◆ If used in the Terrain Between the portal leads to the dreamsphere of a known individual or a random dreamsphere.
- ◆ If used in a dreamsphere the portal can lead to anywhere in the dreamscape, the Terrain
- ◆ Between, and the waking world *or* reopen a portal where one has previously been opened.
- ◆ Opening a portal to the dreamsphere of a friend or ally requires a DC 10 Wisdom or DC 15 Dream Use check.
- ◆ Opening a portal to the dreamsphere of an acquaintance or someone met briefly requires a DC 20 Wisdom or DC 25
- ◆ Dream Use check.
- ◆ Opening a new portal to an exact location into the waking world or Terrain Between requires a DC 15 Wisdom check or a DC 20
- ◆ Dream Use check.

- ◆ Reopening a portal into the waking world or Terrain Between requires a DC 5 Wisdom or DC 10 Dream Use check.

Creating a nether stone: A new nether stone can be created through magic or through dream powers.

- ◆ Standard magic item creature rules apply to a magic nether stone.
- ◆ The *alter equipment* dream power can create a nether stone.
- ◆ This requires a DC 20 Dream
- ◆ Use check and cannot be done untrained.
- ◆ A magical nether stone has 5 charges; one charge is needed to open a portal.
- ◆ A dream power nether stone only has a single charge and evaporates after use.

Caster Level: 9th; *Prerequisites:* Create Wondrous Item, *dream* or *dream travel*; *Market Price:* 5,000 gp; *Weight:* 0.5 lbs.

SARIOVA

A cactus originally found in the Nightmare Lands, it has since spread to places in eastern Nova Vassa. Sariova has long been used by Abber to have dream-like visions and enter meditative trances, and is a necessity for the normally dreamless people.

Traders and mystics heard of sariova, and use of the drug has spread throughout the Core. Most inject or smoke the plant mixed with other drugs or chemicals, but it is possible to consume the pure plant. It might also be possible to concentrate or distil the active drug in sariova, although this would likely require an alchemical lab and knowledge not found in Nova Vassa or the Nightmare lands.

Pure sariova costs 225 gold pieces a dose. Impure sariova (cut with something else, such as opium) costs 100gp a dose plus the cost of the additional ingredient. Distilled sariova extract would theoretically cost 350gp, including labour.

- ◆ Pure sariova grants a +2 alchemical bonus to Dream Use checks, but imposes a -2 penalty on all other Wisdom checks.

- ◆ Cut sariova grants a +2 alchemical bonus to Dream Use checks, but imposes a -2 penalty on all other Wisdom checks and a -1 penalty to Will saving throws. This is in addition to any penalties or benefits from the additives.
- ◆ Distilled sariova grants a +2 alchemical bonus to Dream Use checks with no penalties.

DREAM POWERS

A special benefit of the Dream Use skill is dream powers, special abilities usable in dreamspheres and in the Terrain Between.

Dream Powers require finesse in manipulating dreams, above and beyond the standard uses of the Dream Use skill. As such they often require training or the use of a willpower point.

Dream powers can *only* be used in dreams: in the dreamscape or Terrain Between. They have absolutely no effect in the waking world!

Dream powers have no set duration but last until there is a minor transition. This duration can be extended by use of the *ignore transition* dream power.

Use of dream powers is optional and suggested for dream-centric campaigns or lengthy adventures.

PERSONAL

Alter Equipment, Self (DC 15): You reshape your equipment with a thought, altering both the magical and mundane. This power also affects magical equipment unaffected by the *alter self* dream power.

- ◆ Armour and weapons can be changed into any other known design. For example, a short sword could be reshaped into a longsword taking on all the attributes of a longsword including weight and damage. If a user is not proficient with an armour or weapon they suffer the usual penalties.
- ◆ Each piece of equipment must be reshaped separately.
- ◆ This power can only be used by wanderers while in dreamspheres

and altered equipment reverts back when returned to the waking world or the Terrain Between.

- ◆ Skilled manipulators can alter a weapon or armour and change its appearance and selected traits, for example adjusting only armour bonus but not maximum dexterity or armour check penalty, or changing a longsword into a great sword increasing its damage but still allowing it to be used one-handed. This can only be done by trained individuals (those with ranks in the skill) and requires the use of a willpower point.
- ◆ This power can also be used to enchant items. This can be used untrained on existing masterwork items but enchanting nonmasterwork equipment requires ranks. Enchanting increases the DC by +1 for every 1000gp of the item's base price. For example, a +1 longsword would be a DC 17 (15 + 2 for 2000gp).
- ◆ This power can also create a *nether stone* (see the *Dream Items* section). This is DC 20 (base 15 + 5 for the cost of the item) and requires training in the Dream Use skill.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.

Alter Self (DC 15): You can alter your appearance changing both yourself and (non-magical) clothing.

- ◆ One physical aspect (appearance, size, damage) can be affected at a time. Each additional change, either from the same use of the skill or later uses, increases the DC by 5.
- ◆ This grants a +10 bonus to Disguise checks. These are actual physical changes that only affect the dream-self.
- ◆ You can increase or decrease your size by one size category. This replicates the spells *reduce person*

and *enlarge person* and combinations of the spell and skill do not stack.

- ◆ You can also create natural weapons out of dream stuff, such as claws, fangs or horns.
- ◆ These natural weapons increase unarmed damage by one step (see the Improved Natural Attack feat in the *Monster Manual*).
- ◆ Increasing the DC by 3 moves the damage up an additional step. This can be done multiple times. For example, creating claws that do 1d8 damage (3 increases) is a DC 21 (15 + 3 + 3).
- ◆ These natural weapons can be considered either natural weapons or unarmed strikes for purposes of class abilities or feats.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.

Alter Traits, Self (DC 25): You can alter the dreamscape's local planar traits in regards to you.

- ◆ This can affect such traits as gravity or personal time. See earlier sections for relevant game effects.
- ◆ This can adjust the spellcasting environment of the dreamscape. Each additional step an environment changes increases the DC by 2. For example, changing a Hard environment to Difficult would be a base DC of 25, but changing to a Normal environment would be 27.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity and requires the use of a willpower point.

Boost, Self (DC 10): Through willpower you can boost a physical attribute beyond its normal limits.

- ◆ You apply the chosen stat's current modifier to itself as a moral bonus. For example, a dreamer with a dexterity score of 16 could add the

+3 bonus raising her dexterity to 19.

- ◆ This Power can be used multiple times, but each use must be on a different physical stat.
- ◆ Using this Dream Power requires a move action that does not provoke an attack of opportunity.

Heal Self (DC 15): By denying the full reality of the dreamscape or manipulating dream-stuff you may heal your injuries.

- ◆ Successful use of this skill heals your level + constitution bonus in hitpoints.
- ◆ For every 5 points above the DC this amount is healed again. For example, a level 5 character with a Constitution of 12 would heal 6 hitpoints, but if they made a DC 20 they would heal 12 hitpoints.
- ◆ Using this Dream Power requires a standard action that provokes an attack of opportunity and requires the use of a willpower point.

Ignore Transition, Self (trained only, DC 15): Through successful use of the Dream Use skill you can ignore transitions from changing dreamscapes.

- ◆ Instead of an abstract length of time it is merely rounds or minutes.
- ◆ Damage and negative effects remain, as do beneficial spells and effects.
- ◆ Using this power is an immediate action.

Regain Spells (trained only, DC 15):

Typically, spellcasters cannot rest and memorize dreams in the dreamscape.

- ◆ Spellcasters can regain or memorize virtual spell usable in the dreamscape as their spells are manifestations of dream stuff.
- ◆ With a successful check a spellcaster gains a number of spell levels equal to the caster level + their spellcasting attribute. A 7th level wizard with an Intelligence of 17 would regain 10 spell levels which could be used to regain two 3rd-level spells and one 1st-level

spell, one 3rd-level spell and two 2nd-level spells or any similar combination.

- ◆ A spellcaster cannot gain more levels of spells than their maximum and any unused spell levels are lost.
- ◆ Spontaneous casters gain available spell slots while other spellcasters choose known spells to fill the levels as if they were memorizing spells per normal.
- ◆ These spells can only be used in the dreamscape and are lost on waking.
- ◆ Wanderers can only use this ability while in dreamspheres.
- ◆ Using this power is a full-round action that provokes an attack of opportunity.

OTHERS

Alter Equipment, Other (trained only, DC 15): You reshape or alter someone's equipment with a thought, reshaping both the magical and mundane. This power also affects magical equipment unaffected by the *alter other* dream power.

- ◆ Armour and weapons can be changed into any other known design. For example, a short sword could be reshaped into a longsword taking on all the attributes of a longsword including weight and damage.
- ◆ If a user is not proficient with an armour or weapon they suffer the usual penalties.
- ◆ Each piece of equipment must be reshaped separately. This power can only be used on wanderers while in dreamspheres and altered equipment reverts back when returned to the waking world.
- ◆ Skilled manipulators can alter a weapon or armour and change its appearance and selected traits, for example adjusting only its armour bonus but not its maximum dexterity bonus or armour check penalty, or changing a longsword into a great sword increasing its damage but still allowing it to be

used one-handed. This requires the use of a willpower point.

- ◆ This power can also be used to enchant items. Enchanting increases the DC by +1 for every 1000gp of the item's base price. For example, a +1 longsword would be a DC 17 (15 + 2 for 2000gp).
- ◆ Disenchanting items is possible increasing the DC by +1 for every 2000gp change of the item's base price.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Alter Other (trained only, DC 15): You can alter another's appearance changing both themselves and their clothing.

- ◆ One physical aspect (appearance, size, damage) can be affected at a time. Each additional change, either from the same use of the skill or later uses, increases the DC by 5.
- ◆ This grants them a +10 bonus to Disguise checks. These are actual physical changes that only affect the dream-self.
- ◆ You can increase or decrease them size by one size category. This replicates the spells *reduce person* and *enlarge person* and combinations of the spell and skill do not stack.
- ◆ You can also manipulate natural weapons, such as claws, fangs or horns. One can add natural weapons, increase existing weapons or reduce the damage of opponents.
- ◆ Added or augmented natural weapons increase unarmed damage by one step (see the Improved Natural Attack feat in the *Monster Manual*).
- ◆ Increasing the DC by 3 moves the damage up one more step and can be done multiple times. For example, creating claws that do 1d8

damage (3 increases) is a DC 21 (15 + 3 + 3).

- ◆ These natural weapons can be considered either natural weapons or unarmed strikes for purposes of class abilities or feats
- ◆ Reducing natural attacks is similar, reducing damage by one step while each increase of the DC moves the damage down again.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Alter Traits, Other (trained only, DC 25): You can alter the dreamscape's local planar traits in regards to another individual.

- ◆ This can affect such traits as gravity or their personal time. See earlier sections for relevant game effects.
- ◆ This can adjust the spellcasting environment of the dreamscape. Each additional step an environment changes increases the DC by 2. For example, changing a Normal environment to Difficult would be a base DC of 25, but changing to a Hard environment would be 27.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity and requires the use of a willpower point.
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Boost, Other (trained only, DC 15):

Through willpower you can boost one an individual's physical attributes beyond its normal limits.

- ◆ You apply their current modifier of the chosen stat as a moral bonus to itself. For example, a dreamer with a dexterity score of 16 could have the +3 bonus added, raising her dexterity score to 19.

- ◆ This Power can be used multiple times but each use must be on a different physical stat.
- ◆ Using this Dream Power requires a move action that does not provoke an attack of opportunity.
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Heal Other (trained only, DC 15): By manipulating dream-stuff you may heal another of injuries.

- ◆ Successful use of this skill heals *your* level + *their* constitution bonus in hit points.
- ◆ For every 5 points above the DC this amount is healed again. For example, a level 5 character healing someone with a Constitution of 12 would heal 6 hitpoints, while if they made a check of 20 they would heal 12 hitpoints.
- ◆ Using this Dream Power requires a standard action that provokes an attack of opportunity and requires the use of a willpower point.

Ignore Transition, Other (trained only, DC 15): Through successful use of the Dream Use skill you can allow someone to ignore transitions from changing dream scenes.

- ◆ Instead of an abstract length of time it is merely rounds or minutes.
- ◆ Beneficial spells and effects remain, as does damage and negative effects.
- ◆ This can be used to either let allies keep their bonuses or deny opponents a chance to heal.
- ◆ This power can be used on multiple targets at once, but each additional subject increases the DC by +2.
- ◆ Using this power is an immediate action. Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Reduce (trained only, DC 15): Similar to the Boost power, through willpower you forcibly reduce one of an opponent's physical statistics.

- ◆ The base success inflicts a -2 moral penalty to the chosen stat. For every 5 points above the DC the penalty is increased by 2. For example, with a Dream Use result of 23 an opponent's Strength could be reduced by -4 while a 25 would have reduced it by -6.
- ◆ Using this Dream Power requires a standard action that provokes an attack of opportunity
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

Waking Wounds (trained only, DC 20):

A terrifying power which can only be used against dreamers and dreamwalkers. You can inflict real physical damage to a body in the waking world by harming the dream body.

- ◆ Once this power is used damage inflicted upon a dream self's body is also inflicted on the real body as nonlethal damage. For example, a dreamer is hit for 25 points of damage. The full 25 points are taken off the dream form's hit point total while an additional 25 points of nonlethal damage is inflicted to the dreamer's real body.
- ◆ The extra damage does not affect the dream form (they typically do not even know they've being hurt). However, someone knocked unconscious in the real world is also forced out of the dreamscape.
- ◆ The base effects of the dream power only apply to damage inflicted by the user.
- ◆ Allies can be included in the power's effect. This increases the DC by +2 for each ally able to inflict waking damage
- ◆ By increasing the DC by 5 (to a DC 25) and spending a willpower point, half the real damage can be made lethal. For example, a dreamer hit for 27 points of damage in the dreamscape could suffer 27 points of nonlethal damage in the waking

- ◆ world OR 13 points of nonlethal and 13 points of lethal damage.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.
- ◆ Unwilling opponents can resist this with a Will save (DC 10 + 1/2 user's HD + Wisdom bonus).

ENVIRONMENT

Alter Terrain (DC 15): You can make minor alterations to the surrounding landscape. Typically, alterations in a landscape are not abrupt changes but small discoveries, noticing a door that escaped notice or rounding a large hedge to find a small stream.

- ◆ This is limited to small cosmetic changes in the existing landscape, such as adding a path in a forest, a closet in a building or oasis in a desert.
- ◆ This can also be used to create hindered terrain. The base success produces 10 square feet of hindered terrain in any shape.
- ◆ For every 5 points above the DC an additional 5 square feet can be made hindering
- ◆ This power can also alter the physical traits of objects including buildings, trees, rocks and the like. While its appearance does not change its physical stats (hitpoints, hardness, break DC) can be changed to that of another object. A wooden wall could be torn like paper and glass could become as unbreakable as steel.
- ◆ Using this Dream Power requires a full-round action that provokes an attack of opportunity.

Alter Traits (trained only, DC 30): You can alter the dreamscape's local planar traits effecting entire dreamspheres or the immediate regions of the Terrain Between.

- ◆ This can affect such elements as gravity and time. See earlier sections for relevant game effects.
- ◆ This can adjust the spellcasting environment of the dreamscape.

Each additional step an environment changes increases the DC by 2. For example, changing a Normal environment to Difficult would be a base DC of 30, but changing to a Hard environment would be 32.

- ◆ A dreamsphere can also be made permeable or impermeable. This increases or reduces the DC to enter or exit the dreamsphere by 10. This applies to both the Dream Use skill and checks to use a *nether stone*.
- ◆ Using this Dream Power requires a full-round action that provokes an attack of opportunity and requires the use of *two* willpower points.

Alter Weather (trained only, DC 20):

Similar to *alter terrain*, you can affect the weather of the dreamsphere or immediate region of the Terrain Between. See page 93 in the *Dungeon Master's Guide* for more information on weather.

- ◆ The base DC only results in minor changes: increasing or decreasing current weather; for example, making a drizzle a full rainstorm.
- ◆ Increasing the DC by +5 allows for moderate changes: a full rainstorm from former clear skies or increasing a drizzle to a torrential downpour.
- ◆ Increasing the DC by +10 (to DC 30) allows for major changes in weather: changing a sunny day into a violent thunderstorm or creating a small tornado.
- ◆ Using this Dream Power requires a full-round action that provokes an attack of opportunity.
- ◆ Major changes require the use of a willpower point.

Create Item (DC 10): Mundane items can be created out of nothing but dream stuff.

- ◆ This is limited to mundane items such as tools, equipment, and non-masterwork weapons. This is similar to the spell *minor creation*.
- ◆ Complex items (such as those with multiple moving parts) or masterwork weapons and armour can be created with a DC 20.

- ◆ Magical items can also be created at this base DC with an increased DC of +1 for every 1000gp of the item's base price. For example, a +1 longsword would be a DC 22 (20 + 2 for 2000gp).
- ◆ Objects created can have a volume of 1 cubic foot + 1 foot for every 2 points the check exceeds the DC.
- ◆ Items are made of dream stuff and cannot exist outside of the dreamscape, evaporating if brought into the waking world.
- ◆ Using this Dream Power requires a standard action that does not provoke an attack of opportunity.
- ◆ Creating magical items requires the use of a willpower point.

Scene Transition (trained only, DC 20):

Through concentration, you can change the entire setting of a dreamscene, essentially changing the entire environment of a dreamsphere. A dream set in a house could spontaneously move to a field or a forest or castle.

- ◆ This is initially limited to moderate transitions, where there is a sense of continuity between dreamscenes.
- ◆ The new scene must have similar traits and sense of reality; a fantastic dreamscene set in the demiplane of fire could not be moved to a calm grassy meadow.
- ◆ Major transitions can be attempted with a +10 increase to DC. Major transitions can have nothing in common with the previous dreamscene and no sense of continuity.
- ◆ Using this Dream Power requires a full-round action that provokes an attack of opportunity.

Behind the Curtain: Dream Powers & Willpower points

With the Dream Use skill anything is possible. But, for space and organization reasons, it is easier to separate dream powers from the skill. Individual powers can be changed, or removed without

affecting the whole, and new powers can be added.

Dream powers are designed to reflect the mental nature of dreams where anything can happen while still maintaining some game balance. It also allows powers to be separated into those usable trained and untrained: powers anyone can attempt and powers only skilled dreamwalkers and dreamspawn can use.

Likewise, willpower points are designed to limit use (and abuse) while still allowing players to do interesting things in dreams.

GLOSSARY

Abber: The human inhabitants of the Terrain Between, also known as the Nightmare Lands. They do not dream.

Dreamer: One who is sleeping and projecting their mental self into the world of dreams, the dreamscape. Often unaware they are asleep.

Dreamscape: The world of dreams and nightmares, a sub-plane that overlaps all reality reachable by the unconscious minds of sentient beings.

Dream-scenes: Events occurring in a dreamsphere taking place at a certain time in a single place. Changing location changes the scene.

Dreamspawn: Creations of the sleeping mind formed of dream-stuff and give temporary life by a dreamer.

Dreamsphere: The individual dream created by a sleeping individual. It is a miniature self-contained world akin to a bubble in the dreamscape.

Dream-self: A mental projection created by a sleeping person; it is their idealized self created out of dream stuff.

Dream-stuff: Akin to ectoplasm or ether, it is the wispy material of dreams. Everything in a dream is formed of dream-stuff which mimics reality and is shaped by the conscious and unconscious mind.

Dreamwalker: Someone who ventures into the dream world through meditation or psychic powers without actually falling asleep. They are aware of where they are.

Dreamwalking: Venturing into the dreamscape through meditation instead of sleep.

Dream power: A special ability manipulating dreamstuff or a dreamscape creating a wide variety of effects.

Dream time: The name given to the dreamscape by the abber. Alternatively, a reference to the random and irregular passage of time in dreams.

Nether portal: A doorway between the waking world and the dreamscape that allows physical travel into dreams.

Nightmare Court: The rulers and possible darklord(s) of the Nightmare Lands.

Nightmare Lands: A physical location that touches on the dreamscape in the RAVENLOFT campaign setting. See *Terrain Between*.

Terrain Between: A location that borders the dream world where someone can enter the dreams of others without leaving their physical bodies behind.

Transition: A change of dream-scenes where location or time period shift.

Wanderer: Someone who has physically entered the dreamscape without dreaming or dreamwalking.

Web of Dreams: A connection of associated dreamspheres tied together through shared emotion or relationships of the dreamers. Also the name for the flow of energy from dreamers caught by the Nightmare Court for repeated feeding.

Willpower points: Mental energy that is usable to fuel Dream Power or otherwise manipulate the dreamscape.

