

THE BOOK OF AGES

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1. The Primordial Chaos

In the Universe, there is a race of creatures whom have the power to mould and shape the Cosmos. Usually, only one of those creatures mold one Universe-Island (Galaxy) to its particular taste. However, in the present case, two of these creatures got associated together. The most powerful carried the name of Guellup, and the second the one of Farniss.

To deal successfully with their task, the Guellup created the Arcturienne, and owing to it, he created the pre-form of Farniss and the eight Fathers. Arendarat, Aurumdarath, Dorbiltisarath, Io, Faranngatsyth, Ptuzigansyth, Sivildarath and Tarandat were their names. Guellup told Farniss his wishes, and the latter told the Fathers that only one among them will be able to give the Cosmos its shape.

The Fathers were divided in four factions: There was the One (Io) that was against the others indistinctively. There were those (Arendarat, Dorbiltisarath and Tarandat) that were together against the others. There were those (Aurumdarath and Sivildarath) whom battled the One and the three others. Finally, there were the Neutrals (Faranngatsyth and Ptuzigansyth) which were against the three others.

Cruel and Terrible was the confrontation of the Fathers from which Io emerged as the victor.

The incommensurable energies freed during this non-temporal era were consumed by the Arcturienne. The latter created the Aasimons and the Archons from the positive energies, then the Baatezus and the Tanar'ris from the negative energies. From these immemorial times, these two last races fight against each other in the "Blood Wars". The neutral energy was reserved for the Guellup.

The victory of Io was recognized by Farniss, and he gave Io the power to give the Cosmos his shape by merging his essence by the remaining powers of the other Fathers. Io disclosed this power in the form of the Runes of Power. Io became "The One Who Remains Hidden" and created the Cosmos.

2. The Awakening

When the Cosmos and the various planes of existences were created (as described in the Manual of the Planes), Guellup and Farnis knew their definitive shape.

After the creation of the Cosmos, “The One Who Remains Hidden” took conscience of his new shape. The Arcturienne has modified him and, after the creation of the planar races and the Cosmos, has splitted him in three entities.

Io, known also as Drogon or the One represent the good, as well as the ideal of the draconic race. He is the Creator, the Implacabe, the Fundamental Law, the sky, the wind, the light and darkness. He resides on the Ethereal plane. He concentrated his attention on a part of the Cosmos and created Innissit. Io-Drogon created then the Powers that were known as the Forgotten Gods.. He is treated as a Greater God.

Shaitan (Satan, the Absolute Evil) coagulated the evil, spawned the Arch-Fiends and tried to dominate the lower outer planes. For this, he created the Gehreleths and the Yugoloths. A truce in the Blood Wars was instaured during which the Aasimons, Archons, Baatezus and Tanar’ris united together to fight Shaitan and his hordes. So great was Shaitan’s power that they were unable to defeat him. So were created the Seven Swords of Wayland to exile him to the lowest dungeon under the last plane of the Nine Hells.

Lord Ao concentrated his efforts on the balance of the Cosmos and his essence spawned the Greater Powers whom further spawned the various pantheons and portfolios known throught the worlds.

2.1. The Seven Swords of Wayland

The Swords are made from an alloy of Mythryll and Star Metal. The magical bonuses of these swords are effective on all the planes of existence.

Number within 100’ radius	Ego	Personality	Bonus	Paladin vs Baatezu, Tanar’ri	Anti-Paladin vs Aasimon, Archon
1	6	24	+1	+2	+2
2	9	27	+2	+3	+3
3	11	29	+3	+4	+4
4	14	32	+3	+5	+5
5	16	34	+4	+6	+6
6	19	37	+4	+7	+7
7	26	44	+5	+8	+8

For all swords: * *Shines with a cold blue light (as spell) when within 60’ of a creature from another plane than the wielder.*

* *All are recognizable at sight for what they are by Aasimon, Archon, Baatezu and Tenar’ri*

* *Wielder is immune by all enchantment/charm spells and receive a +3 on saving throws when subject of a spell from Aasimon, Archon, Baatezu and Tenar’ri.*

* *Alignment is True Neutral, with one edge of the sword Lawful Good, while the other is Chaotic Evil, I=18. Know alignment within a 10’ radius.*

2 swords: * *Locate object within 120’ radius.*

4 swords: * *Telepathy, 60 yards, twice per day.*

6 swords: * *Heal, once per day.*

7 swords: * *If the Seven Swords are brought together, the wielders may then call Shaitan. They can destroy him for eternity, or let him take shape and presence where they are. Great was the power of Shaitan, but the eons past have drained his power enough so that now he can be destroyed. In any case, Shaitan freed from his non-dimentional jail from the deepest dungeon under the last plane of the Nine Hells. If he is liberated, he will rapidly regain his power, and only the alliance of the Greater Powers will succeed to return him to his goal.*

Actually, the Seven Swords of Wayland are located:

Albyon, Magical Focus of Mount Yvvinor in Abeir-Toril, west of the Herald Holdfast.

Belech, in possession of a drow survivor from a crashed spelljamming near the town of Everlund in Abeir-Toril.

Elidon, in the ruins of Ascore in Abeir-Toril.

Klaus, in Menzoberranzan, house Barrison del’armgo, weapon master in Abeir-Toril.

Maurax, on the dead body of a paladin from Avalon on the Astral plane.

Solas, in possession of Sardo Numspa, a Pit Fiend (Greater Baatezu) in Hells.

Urias, in Sueno (the plane of Dreams), in possession of Miranda.

Some sages believe that Shaitan is actually rising in power. It is rumored that he is responsible for the creation of the demi-plane of Ravenloft. If it is so, then this is possible that all the evil present there will strengthen him.

2.2. The Guellup

Whence he knew his definitive shape, the Guellup used the power reserved for him in the Arcturienne and migrated to the plane of Concordant Opposition. He concentrated his power and became the energy pool located at the center of this plane. The Guellup transcend time. He can act and exist parallel to time. He is the Master of the Time Lords.

According to the Guellup, the gods are all mortals because of their nature. However, they do not age. He also says that time is a construction of the mind that brings order into reality. It is a fundamental law for all mortals. Still according to the Guellup, there is no end of time, only renewals. The Guellup is not a god, and thus is unaffected by the time.

He has none of their powers, but also none of their limits. He possesses an infinity of avatars, and it is a doubt that anybody ever saw or will see the entity known as the real Guellup.

It is also the Guellup that holds the Book of Lives, where are written the birth and death dates of all living beings past, present and future, even gods themselves.

But all this was not enough, the Guellup wanted to incarnate himself. He thus chose a sector of the Cosmos, integrated himself into Io's project, and incarnated a part of his essence in Innissit.

2.3. Farniss-Gaia

Farniss represent the Force of Life of the Cosmos. Some sages say that he is Io's inspiration for the creation of the Cosmos. He is the Nature, in the vast sense of the term. He is also known as Gaia, the Mother. This being is venerated by druids and elves throughout the Cosmos.

Gaia "The Earth Goddess, The Great Mother" : Avatar (Druid 24)

Gaia's avatar takes the shape of a mature woman of perfect serene beauty. Alternatively, she can manifest herself as an indestructible black monolith of 1x4x9 proportions. She can invoke spells from the all, animal, charm, elemental, healing, plant and weather spheres. AL N, WAL Any, Symbol Fruit bowl, black stone, unicorn, Plane Elemental plane of Earth, AoC Fertility, health, prophecy, Abilities S20 D20 CO24 I23 W25 CH24 CM24 P25, MV 15 SZ 10' MR 60%, AC -7 HD 24 hp 360, AT 1 THAC0 -3 DAM 1d4 + 1 (sickle) + 8, SA/SD +3 or better weapons to be hit., Her black sickle kills any it hits unless a saving throw vs death is made, in case the victim loses 50% of its initial hp., Any being that looks upon its avatar without being invited first must save vs petrification or be blind for 1d10 days.

2.4. The Boerg

He was begotten by Farniss-Gaia. He represents the incarnation of Farniss-Gaia in Innissit and one of his avatars. Those who have traveled by the Boerg's forest worship him instead of Farniss-Gaia.

2.5. Garlfirick

He is the offspring of Farniss-Gaia and Drogon. He is one of the avatars of Farniss-Gaia. He is the only being capable of a mass ESP. More so, when he transforms into a creature, a part of his essence is transferred and he becomes this creature (who is ignorant of the remaining hidden power of Farniss-Gaia).

2.6. The Forgotten Gods of Innissith

Thus there was the One, and the Fathers. After, Drogon begot the Sevens, and the Twelves. All dragons were witnesses to the creation of the world by Drogon and were those who named things.

The Threes

Andar	<i>Life, fertility, nature, earth.</i>
Otis	<i>Language, clairvoyance, strategy, knowledge.</i>
Oুরুk	<i>Courage, changing, war, water.</i>

The Sevens

Isnuk	<i>Speech, the Orator of the Gods, the Messenger of the Gods, the Red, the God of Eloquence.</i>
Lunus	<i>Time, growth, hazard (luck).</i>

Nohalla	<i>Running water, river, rain.</i>
Ollaya	<i>Harbor's protection, medicine.</i>
Ourguin	<i>The Navigator, the Fisherman.</i>
Sukkil	<i>Love, Death.</i>
Tibur	<i>The God not-God, the Traveler, music, mathematics, magic, fire, treachery, the free creatures.</i>

The Twelves

Callurg	<i>The Armorer of the gods, craftsmen, dwarves.</i>
Drolnez	<i>The Executioner, the Inquisitor, pain.</i>
Fiournial	<i>Fear, sickness, epidemic.</i>
Hadavog	<i>Agriculture, wine, feasts.</i>
Kalar-Haran	<i>Underearth, miners, stone workers, dwarves, gnomes.</i>
Nanlin	<i>Peace, Justice.</i>
Pnagdig	<i>Strife, rage, intrigue, rumors.</i>
Sishtil	<i>Deceit, thieves.</i>
Talbog	<i>Honor, valor in combat, force.</i>
Ulus	<i>Richness, abundance, avarice.</i>
Vyldalla	<i>The Mother, fidelity. The mortal woman that was loved by Isnuk.</i>
Yshlia	<i>Beauty, dance, seduction.</i>

After the first dragon war, Drogon accused Otis of outrage against the Order of Things. To punish him, he put him in jail. His warder, Drollne, remove his tongue. Then Isnuk raise to the defence of Otis, and his oration was so good that Drogon drop a tear that became the Larmacien. He then gave his pardon to Otis and freed him. Isnuk then traveled the world, gave magic to the gods childs (elves, humans), and falled in love with the mortal Vyldalla. From their union was born the half-gor Tibur, the God not-God. Isnuk returned with the other gods, but Tibur and Vyldalla are condemned to eternally roam the worlds of men, and never to meet again.

2.7. The Known Gods

Lord Ao created the first generation of Greater Powers, which in turn created the various pantheons and portfolios known across the worlds. These First Borns were:

Annam	Giants	Maglubiyet	Goblins
Boccob	Greyhawk	Moradin	Dwarves
Brahman	Indian	Odin	Norse
Corellon Larethian	Elves	Ometeotl	Aztec
Cronus	Greek	Paladine-Fizban	Krynn
Daghdha	Celtic	Ra	Egyptian
Gaea	Greek	Rhea	Greek
Garl Glittergold	Gnomes	Shang-ti	Chinese
Gilean-Astinus	Krynn	Shekinester	Nagas
Great Mother	Beholders	Takhisis	Krynn
Groomsh	Orcs	The Elder	Elemental God
Hera	Greek	The Great Spirit	American Indian
Ilsensine	Illithids	Titania	Faeries
Io	Dragons	Uranus	Greek
Izanagi and Izanami	Japanese	Yondalla	Halflings
Jazirian	Couatl	Zeus	Greek

Ao then created the Powers of the World of Abeir-Toril, where the Forgotten Realms are located. Farniss-Gaia spawned The Master of ther Hunt.

2.8. The Races created by the Gods

The various gods created first their respective pantheons, and the influenced the development of the various evolutive types on various worlds of the Universe-Islands. Some races awakened and were guides by the gods (dwarves, elfes, gnomes, humans). In some cases, many different pantheons evolved on the same world.

There are also worlds that have spawned races without the intervention of the gods. These races evolve without the gods. Some even believe that these races possess the potential to evolve beyond what the gods actually are.

2.9. The Tablets of Fate

There is a register hold by “The One Who Remains Hidden” that contains all that is written. You are actually reading some abstracts from it. These Tablets conatins the portfolio and obligations of all gods and all Fathers. These Tablets also hold all magical and technological inventions past, present and future. These Tablets are essentials for the Balance of the Cosmic Order.

3. The Cosmos

3.1. Space

“The One Who Remains Hidden” created the Universe-Island from a central point symmetry. In fact, the stellar charts of Sol, where you can found Terra, are the same than those of Solaria, where Avalon-Gaea is located. To the exception of the other Universe-Islands, the local Universe-Island is totally symmetrical from the Central Point. The galactic sector where Sol and the United Federation of Planets (UFP) are located possess a very high level of technological development. On the other hand, the Solaria’s sector possess a high magical potential. “The One Who Remains Hidden” remains so beyond the great black hole at the center of the Universe-Island.

In the Universe-Island, many kinds of space coexist on the cosmic material plane. There are also many ways to travel from one point to the other according to the transpport type used. It is important not to mistake these spaces with the various planes of existence, this is entirely diffrent.

Normal space is what we experience every day. It possess the following characteristics:

Space	Normal
Propulsion	Normal
Maximum Limit Speed (theoric)	c (light speed)
Maximum Limit Speed (technologic)	10E-3 c
Limit of a solar system	Oort Cloud
Outside of a solar system	Deepspace
Passage to the outside	No discontinuity
Maximum Limit Speed Deepspace	c

Hyperspace is used by highly advanced technological civilizations. It possess the following characteristics:

Space	Hyperspace
Propulsion	WardDrive
Maximum Limit Speed (theoric)	Ultrawarp 10, i.e. 10E5 c
Maximum Limit Speed (technologic)	Ultrawarp 10 (Galaxy Class Starship USS Enterprise, United Federation of Planets)
Limit of a solar system	Oort Cloud
Outside of a solar system	Deepspace
Passage to the outside	No discontinuity
Maximum Limit Speed	Ultrawarp 10
Hyperspace	

Stars follow the O-B-A-F-G-K-M classification. Class is indicated according to: I: supergiant, II-III: giant, IV: sub-giant, V: main sequence, VI: sub-dwarf. PLease refer to the Burnham’s Celestial Handbook.

It should be also noted that planets are technologically classified according to the Planetary Classification System:

Symbol	Surface	Atmosphere	Description	Example
A	tenuous, may not be present	reducing; CH ₄ , etc	radiates heat, “failed” star	Jupiter
B	tenuous, may not be present	reducing	non-radiant	Neptune
C	iron/silicate(Fe/SiO ₂)	reducing, dense	high surface temperature	Venus
D	Ni-Fe/SiO ₂	(A-G) none, (H-N) tenuous	asteroids	Ceres
E	SiO ₂ , some metals	reducing/oxidizing	large molten core	Janus VI

F	SiO ₂ , some metals	oxidizing	very young (less than 10E9 y.)	delta Vega
G	SiO ₂	oxidizing, thin	desert planet	Rigel XII
H	SiO ₂	variable	geologically active	Gothos
I	metallic/SiO ₂	fluid, very dense	small, young	Escalbia
J	SiO ₂	very tenuous, noble gases	moons	Luna
K	SiO ₂	tenuous, some H ₂ O	adaptable with pressure domes	Mars
L	SiO ₂ /H ₂ O	oxidizing	geologically inactive	Psi 200
M	SiO ₂ /H ₂ O	oxidizing	geologically active	Terra
N	H ₂ O entirely	oxidizing	pelagic planet	Argo

Subspace is used by highly advanced magical civilizations using helms supplied by the Arcanes. It possess the following characteristics:

Space	Subspace
Propulsion	Spelljamming
Maximum Limit Speed (theoric)	10E-2 c
Maximum Limit Speed (technologic)	6,2 x 10E-3 c
Limit of a solar system	Crystal Sphere corresponding to the position in normal space of the Oort Cloud
Outside of a solar system	Phlogiston
Passage to the outside	Portal or Phase Door
Maximum Limit Speed Phlogiston	Indefinited. 10d10 days to reach another Crystal Sphere. The Phlogiston do not possess any stable space-time reference.

While using a Spelljammer Helm, a vessel move in an atmosphere at a speed of 500 yards per round for each ship rating point, i.e. 25 pi/s/SR, i.e. MV 50xSR. This mean about 17 mph, or 409 miles per day per SR point ! The time required to get out of the gravity well and reach full propulsion speed within subspace is determined by the size of the planetary body according to:

Size	Diameter of celestial body	Required time to escape gravity well
A	< 10 miles	10 minutes
B	10 @ 10E2 miles	15 minutes
C	10E2 @ 10E3 miles	20 minutes
D	10E3 @ 4x10E3 miles	30 minutes
E	4x10E3 @ 10E4 miles	40 minutes
F	10E4 @ 4x10E4miles	1 hour
G	4x10E4 @ 10E5 miles	2 hours
H	10E5 @ 10E6 miles	4 hours
I	10E6 @ 10E7 miles	8 hours
J	> 10E7 miles	16 hours

Also, each spelljamming traveler is referred to the flow charts where each world is indicated along with the major component "element" and its general shape.

Symbol	Shape of celestial body
*	<i>Amorphus, or flexible shape</i>
#	<i>Belt of small orbiting bodies (asteroids)</i>
\$	<i>Globe or aggregate of localized objects</i>
O	<i>Spherical World</i>
[]	<i>Cubic World</i>

-	<i>Flat World</i>
@	<i>Elliptic World</i>
%	<i>Regular Rolyhedral World</i>
?	<i>None of the above, but irregular</i>

Transspace is used by the civilizations with a very high technological level that use the powers of the Epice. This substance cannot be reproduced in any way, and is only found on Arrakis (Canopus III). Transspace have the following properties:

<i>Espace</i>	Transpace
<i>Propulsion</i>	JumpDrive
<i>Maximum Limit Speed (theoric)</i>	Undefined
<i>Maximum Limit Speed (technologic)</i>	Undefined
<i>Limit of a solar system</i>	Portal through the Astral plane to travel Conduit
<i>Outside of a solar system</i>	Astral Conduit
<i>Passage to the outside</i>	Portal (Gate)
<i>Maximum Limit Speed Astral Conduit</i>	Undefined, 1d10 days to travel through
<i>Conduit to the other portal</i>	The Astral Conduit does not possess any temporal reference

The time required to open a portal is the same than the one required to escape from a gravity well while using a spalljamming helm, but for different and poorly understood reasons.

When in normal space, one can see what's in there. Technological sensors are required to monitor hyperspace without problems. These sensors detect vessels travelling in subspace, but only in what technologist call Quantum Filaments and Cosmic Strings. They cannot interpret correctly what's in there because of the Arcane's helm technology. While in hyperspace, one can see what's in there, alonh to what's in normal space. One detect also Quantum Filaments and Cosmic Strings. In subspace, one can see what's in sub-space and normal space, but only while inside a crystal sphere. On the outside, the Phlogiston rapidly block vision. In transspace, it is impossible to see anithing outside the Astral Conduit.

3.2. The Celestial Stairways

These are contact points between the Prime Material Plane and the planar nexus located somewhere on the ethereal plane. It is visible only by creatures with 22+HD or 22nd or more level, or by beings of demi-god or more status. While on the stairway, one is protected from all hazards from atmospheric or planar origine (winds, temperature, radiations) from the other planes (The reader is referred to FRE3 "Waterdeep" p.39 for more details).

3.3. Magical and Technological Worlds

There are worlds with different levels of consciousness, magic, technology, as well as different location within the space-time continuum, briefly, all worlds are not at the same evolutionary stage.

Each material plane possess its own characteristics. The main characteristics are called Physical, Magical anf Temporal Factors. For the planar traveller, all these factors are set to zero on his own plane. The informations are extracted from the "Manual of the Planes", and the reader is referred to this work for more details.

3.4. The Known Worlds

Following is an abstract from the Arcane's flow space records. Here the reader is referred to a more complete description of worlds in "The Worlds of Federation", by the UFP.

System	Star (name/type)	Planets	[Arcane classification]
Centaure	alpha Centauri A	0-Star	[G O fire]
	G2 V	IV- Ecaz	[E O earth]
Dunnospace	Sirius	0-Star	[G O fire]
	alpha Canis Majoris (A1 V)	I- Dah	[E O earth]
Eridanus	epsilon Eridani	0-Star	[G O fire]
	K2 V	IV- Richese	[E O earth]
Greyspace	Capella	0- Oerth	[E O earth]
	alpha Aurigae	I- Kule	[B O earth]
	G8 III	II- Raenei	[D O earth]
		III- Liga (Star)	[G O fire]
		IV- The Grinder (asteroids)	[B # earth]
		V- Edill	[G O air]
		VI- Gnibile	[G O air]
		VII- Conatha	[C @ water]
		VIII- Ginsel	[C ? earth]
		IX- Borka	[A \$ earth]
		X- Greelea	[E \$ earth]
	XI- The Spectre	[B - earth]	
Guelspace	Deneb	0-Star	[G O fire]
	alpha Cigny (A2 Ia)	I- Innissith and Haspan	[E O earth]
Krynnospace	Vega	0- Sun (Star)	[H O fire]
	alpha Lyrae	I- Sirion	[D O fire inert]
	A0 V	II- Reorx [1 moon]	[D O earth]
		III- Krynn [3 moons]	[D O earth]
		IV- Chislev [Liveworld]	[E O earth]
	V- Zivilyn [12 moons]	[F O air]	
Paon	alpha Pavonis	0-Star	[G O fire]
	B3 IV	III- Calladan	[E O earth]
Realmspace	tau Ceti	0- Sun (Star)	[H O fire]
	G8 V	I- Anadia	[B O earth]
		II- Coliar	[G O Gas]
		III- Toril [Moon & cluster]	[E O earth]
		IV- Karpri	[D O water]
		V- Chandos	[F O water]
		VI- Glyth	[E O earth]
		VII- Garden	[A \$ earth]
	VIII- H'Catha	[C - water]	
Serpent	beta Ophiuchi	0-Star	[G O fire]
	K2 III	I- Giedi Prime	[E O earth]
Solaria	Sol	0- Hephaestus (Star)	[H O fire]
	G2 V	I- Hermes	[D O earth]
		II- Aphrodite	[E O earth]
		III- Avalon-Gaea and Selene-Rhea	[E O earth]
		IV- Ares [2 moons]	[E O earth]
		V- Trojans	[A # earth]
		VI- Zeus [18 moons]	[G O air]
		VII- Cronos [13 moons]	[G O air]
		VIII- Uranus [5 moons]	[F O air]
		IX- Poseidon [2 moons]	[F O air]
		X- Hades [1 moon]	[D ? earth]
	XI- The Furies	[A # air]	
Solspace	Sol	0- Sol (Star)	[H O fire]
	G2 V	I- Mercury	[D O earth]
		II- Venus	[E O earth]
		III- Terra and Luna	[E O earth]
		IV- Mars [2 moons]	[E O earth]
		V- Asteroid belt	[A # earth]
		VI- Jupiter [18 moons]	[G O air]
		VII- Saturn [13 moons]	[G O air]
		VIII- Uranus [5 moons]	[F O air]
		IX- Neptune [2 moons]	[F O air]
		X- Pluto [1 moon]	[D ? earth]
	XI- Oort Cloud	[A # air]	
Vaisseau	Canopus	0-Star	[G O fire]
	alpha Carinae (F0 ba)	III- Arrakis	[E O earth]

4. Sueno

Miranda and Frondon were looking to a secure refuge, known only by them. They were running away from the vengeance of the Arch-Fiend Tarentar, and if possible also they were looking to insure their long term survival. The research last seven years, and the project 13 more. They created a variation of the Noledel pocket universe. It became known as the World of the Dreaming Lady, or Sueno.

Since many years, Miranda studied the memory and dreams. She had created special spells like Miranda's Oniric Travel and Miranda's Oniric Mansion. These two spells allowed her not only to ravel but also to intervene physically in other's dreams. We only know that these two spells formed the basis of their project. For all we know, the major problem was related to the fact that the stay within the dream was to be limitless. The solution was for Miranda to physically live within her own dream. As long as she will be dreaming, she will be safe, but prisoner.

That was the first phase. Miranda became the Reveuse (Dreamer). She is treated as a greater god in Sueno. The second phase involved the creation of semi-Avatars of Miranda, allowing her to intervene outside Sueno but without disrupting the Dream. These mirandas have the ability to travel planes as normal avatars. Sueno is located very near the Concordant Opposition. It is generally considered as Neutral Good.

For the creatures of Sueno, the Children of the Dream, the peoples of Renin:

- Miranda is considered a greater god;
- Frondon and Cuthbert are intermediate gods;
- Rurrik (the Guardian) and Manrik (the Judge) are lesser gods.

There are also servants of the wishes of the Reveuse:

- The Seven Damargents (messengers) are demi-gods;
- The Thirteen Darmils (lady chamberlain);
- The Three Turnks (Rurrik's servants);
- The Thirty Units (Rurrik's guards);
- The Four Lisus (Manrik's servants)

Miranda Desilets (the Reveuse): She created Sueno with her husband Frondon and her son Cuthbert. She gave birth to almost all creatures of Sueno and lost of the Children of the Dream. She is responsible for the creation of the Dreamers. Illusionist 27. At will atonement, improved phantasmal force, mislead, quest, mirror image, regenerate, Miranda's Oniric Travel , telepathy with mirandas of level 10+, and with the Damargents, Darmils, Frondon, Cutbert, Rurrik and Manrik. 6 times per day: dispel magic, blindness, shadow monster, programmed illusion. Once per day: restoration, resurrection, alter reality.

Frondon (the Father): He created Manrik, the Lisus, some creatures of Sueno and some Children of the Dream. Wizard 20. At will alter self, improved phantasmal force, improved invisibility, non detection, telepathy with Miranda, Cutbert, Manrik and the Lisus. 3 times per day: quest, true seeing, polymorph other. Once per day: death spell, wish.

Cutbert (the Son): He created Rurrik and the Turnks. He installed the political organisation of the Children of the Dream. On the prime material plane he is responsible for the birth of the People of Renin.

Conjurer 20. At will: alter self, phantasmal force, improved invisibility, non detection, telepathy with Miranda, Cutbert, Rurrik and the Turnks. 3 times per day: quest, true seeing, polymorph other. Once per day: death spell, wish.

Rurrik (the Guardian): responsible for the security of the Castle of the Reveuse. He commands the 3 Turnks and the 30 Units.

Monk 15, Fighter 20. At will true seeing, telepathy with Miranda, Cutbert, the Turnks and Units, chromatic orb (as wizard 12). 3 times per day: anti-magic shell, quest, heal. Once per day: symbol, death spell.

Manrik (the Judge): He represents the Reveuse's justice to the Children and creatures of the Dream.

Diviner 15. Insensible to charisma and physical beauty. Immune to charm, suggestion and the like spells. At will: true seeing, telepathy with Miranda, Frondon and the Lisus. 3 times per day: tongue, legend lore, speak with deed, quest, chromatic orb (as wizard 18). Once per day: holy/unholy word.

The Darmils: The chamberlain ladies of the Castle of Miranda. They satisfy all wishes of guests. By doing so, they test them.

Assassin 15. At will: empathy, alter self, heros feast, telepathy between themselves, with Miranda and Rurrik. 3 times per day: antipathy/sympathy, detect lie, magic missile (as wizard 15). Once per day: alter reality.

The Damargents: The winged messengers of Miranda (MV 40, MC A). With the exception of the mirandas of level 10+, they are the only one who can get out of the World of Dreams.

Fighter 15, Illusionist 14. At will: dimension door, tongue, passwall, telepathy between themselves and Miranda. 3 times per day: plane shift, word of recall. Once per day: chromatic orb, magic missile, lightning bolt (as wizard 18).

The Turnks: The lieutenants of Rurrik. Each command 10 Units

Fighter 20, Assassin 10. At will: burning hands, shocking grasp (as wizard 8), telepathy with Rurrik, between themselves and the Units. 3 times per day: detect illusion, dimension door. Once per day: delayed blast fireball.

The Lisus: The guards of Manrrik and his executioners.

Ranger 15, Wizard 12. At will: true seeing, detect lie, telepathy between themselves and Manrrik. 3 times per day: Mordenkainen's sword. Once per day: trap the soul.

The thirty Units: The Castle guards

Fighter 10. At will: dimension door, detect invisibility, telepathy between themselves and the Turnks. Regenerate 1 hp/round, infravision 100', ultravision 100'.

The Children of the Dream:

Known as the Lintimiens, they are the more numerous creatures of the Dream. They look like humans, with two exceptions. They can only live in Sueno, and in the dreams of the free will creatures. Thus they are the only beings free to travel from dream to dream. It is a behavior like the one observed in the Vistanis found in Ravenloft.

Also, the color of their skin is variable. It depends on the social status of the individual as:

Black	<i>political leader</i>
Blue	<i>men and women of knowledge</i>
Brown	<i>small merchants</i>
Gold	<i>military leaders</i>
Green	<i>farmers and foresters</i>
Grey	<i>scribes and administrators</i>
Indigo	<i>servants</i>
Ochre	<i>artisans and technicians</i>
Pink	<i>musicians</i>
Platinum	<i>high clergy</i>
Red	<i>soldiers</i>
Violet	<i>artists</i>
White	<i>rich merchants</i>

At birth the Lintimien has the skin th color of its lineage (his mother's color at birth). This change when the young learn a profession.

5. Beyond the Gates of Dream: The dreamer

The dreamer semicclass is a group made up of human, elven, and half-elven beings who have the ability to manipulate their subconscious minds. With practice and experience, they can exercise considerable control over their own minds and bodies and, to a lesser extent, over the minds and bodies of others. At higher levels of skill, they are also able to project their minds to communicate with others as well as to manifest themselves elsewhere in intangible form, and they can even glimpse the possible future.

Dreamer skills are similar to psionics (though psionic and dreamer powers never occur in the same person), and their presence is determined in a similar manner. For any human, elven, or half-elven character possessing an unmodified score of 15 or higher in intelligence, wisdom, or charisma, the base chance of possessing dreamer powers is 2% for elves and 1% for humans and half-elves. This base chance is modified as follows: For every point in any of the three abilities above 16, a percentage point is gained; for every point below 12, half a point is lost; the total chance is then rounded up and may never be below 1%.

The dreamer is a semicclass because its members may use these powers independently of another class or with another class; either way, the dreamer does not act like a conventional class or subclass. With combinations of classes, it does not act like normal dual or multiclassed characters. Even among elves and half-elves, a dreamer may have only one other class.

NPCs with dreamer as their sole class have d8 hp and fight only as zero-level fighters. Experience is acquired and accumulated just as with other classes, but dreamers do not improve in hit points or attacks; when their accumulated experience has reached the required amount, they are allowed to develop the skills of that level. The saving throws of dreamers without another class are made as clerics of equal level. They may use any armor and weapons, have weapons of proficiency as per 1st level fighter. Dreamers without another class begin with two non weapon proficiency slots and gain another every two levels.

Dual-classed dreamers primarily operate according to their non dreamer class, having the hit points, attacks, armor and weapons limitations, saving throws, and special abilities thereof. They also have the abilities of 1st-level dreamers and realize that they can develop more dreamer skills. Training is essentially the same for dreamers with or without another class.

For advancement as dreamers, a certain number of weeks of training is required according to the skills to be learned (refer to the Dreamer Advancement and Abilities Table and the ability descriptions that follow). This time must be spent in developing the talents by resting, meditating, lucid dreaming (see ability explanations), and experimenting. No adventuring is allowed.

There are no set level titles for dreamers, but persons of this sort often adopt an addendum to their name to reflect their special nature. Common titles taken are Augur, Clairvoyant, Dreamer, Medium, Mystic, Prophet, Seer, Soothsayer, Tephramancer, and Visionary.

Most sages surmise that the dreamer ability was originally granted by one or more deities, and it is not unknown for characters to be granted one or more dreamer skills by a deity. The power is usually permanent, but is not automatically passed on to subsequent generations. Such bestowal may be a reward, a punishment, or (rarely) a whim. It is common for there to be a stipulation on the power(s): perhaps it only works at certain times (such as the new moon), with certain preparations (such as after the killing of an albino rat), or anything the DM can think of to make it fun (such as a character cursed to feign death whenever alone in the company of a member of the opposite sex; or, in order to utilize the power, the character must eat a certain quantity of a certain food, such as four oranges). An example from Greek mythology of one cursed with prophetic ability was Cassandra, who could see the future; the catch was that no one would believe her. This ability bestowal may open new horizons for DM fun (bounded by careful discretion) and NPC role-playing.

Dreamer Advancement and Abilities Table

Level	Cumulative XP sole class	Abilities gained (weeks of training)
1	0	Dream travel (4) , lucid dreaming (0) and normal sleep (0)
2	500	Deep sleep (1), light sleep (1)
3	1,500	Awareness sleep (2), detect mind (1), dream observation (1) and empathic sleep (2)
4	4,000	Detect lie (2), feign death (2), and penetrate disguise (3)
5	9,000	Read alignment (2) and sleeper communication (3)
6	19,000	Lesser prophecy (3) and regenerative sleep (5)
7	44,000	Sleep control (1) and sleep suggestion (3)
8	94,000	Illusion (4), suggestion (3), and telepathy (3)
9	194,000	Mass suggestion (4) and projection (5)
10	294,000	Prophecy (special)

5.1. Dreamer abilities

Level 1

Dream Travel

(Psionic like Power, Level 1, four weeks training, prerequisite: Lucid Dreaming)

Power Score: Wis -4; Range: 50 miles per level; Area of Effect: personal ()*

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The dreamer can even take other characters with him, although it's more difficult than traveling alone. (See "Passengers" below.)

To use dream travel, the dreamer must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the DM secretly makes a power check for the character. If the check succeeds, the psionist will reach his destination. If the check fails, the character will fall short 10% for each point that the die roll exceeded the power score.

If the DM wants, this power check is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's power check. If the dream is dull and lifeless, the DM can also penalize the power check.

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has real physical effect on the character, and he may even die. All dream journeys take

approximately eight hours to complete, successful or not.

Passengers. After reaching level 5 and mastering sleeper communication, the dreamer can bring other characters along with him in the dream. His power score is reduced by one for each passenger he carries. Passengers must also be sleeping. A single power check launches everyone on the dream journey. If the check fails, they still attempt the dream journey but fall short of their target. If passenger are being drawn into combat, they suffer half real DAM, but they inflict half normal DAM and receive half xp.

Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons, whatever) are very difficult to bring along. The dreamer must make a separate power check to draw in each animal and his power score is halved, rounded down, when making this check.

When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.

The world of dreams (Sueno) is very close to both the Astral and Ethereal planes. Creatures located on either Astral or Ethereal plane can see those in Dreamal plane, and the dreamal creature can also see both of them, although he cannot know on what plane they are, but they are incapable of any physical (touch, sound) interactions. However, since they see each other, gaze attacks are at full potential. The dreamer may first explore his own dream world, and after he may be brought into Sueno by the Damargents (see Appendix).

The dream is nightmarish. The psionicist must save vs. paralyzation or appear dead until violently struck.

Lucid dreaming (Level 1, no training required)

This is simply a state in normal sleep wherein the dreams are controlled by the dreamer. Lucid dreaming is not unique to dreamers, but through it the dreamers realize and develop their powers.

Normal deep (Level 1, no training required)

This is like any normal person's sleep. Dreaming is normal for the most part and of no particular significance. Hit points are regained at the rate of 1 hp per 8 hours of normal sleep. Dreamers are able to sustain normal sleep for up to 15 hours plus a number of hours equal to the level of the dreamer. They may either be awakened like anyone else, or may decide exactly when they want to wake up before they go to sleep.

Level 2

Deep sleep (Level 2, one week of training)

A dreamer in this state will only awaken from a strong, radical stimulus - such as having a bucket of cold water poured on his head. Otherwise, sleep continues until a designated time (as with normal sleep). A dreamer in

deep sleep remains hit points at the rate of 1 hp per 4 hours, and he may sustain this state for up to 20 hours at one time.

Light sleep (Level 2, one week of training)

A dreamer is likely to use this ability most often during adventuring. The dreamer will doze until awakened by a noticeable environmental change (sunrise or sunset, getting rained on, a change in temperature, etc.) or by an irregular noise or silence, and is much more sensitive than normal sleeping beings. For example, a thief who fails to move silently is still unlikely to wake up most creatures, but a dreamer in light sleep will awaken immediately. The character may designate when to wake up, as with normal sleep. Hit points are regained at the rate of 1 hp per 10 hours of light sleep. It can be sustained for up to 10 hours plus the level of the dreamer.

Level 3

Awareness sleep (Level 3, two weeks of training)

This state is a special combination of light, normal, and deep sleep. The dreamer is awakened as per deep sleep, regains hit points as with normal sleep (1 hp per 8 hours), but remains sensitive to the environment; the subconscious carefully collects and records all sensory information except sight. Thus, once the dreamer awakens after a designated time, he clearly remembers the sounds, odors, temperatures, and any movement of himself as if he had been awake with his eyes closed. It takes an hour to enter awareness sleep and another hour to emerge from it; sensory data from these transitional times cannot be clearly recalled. If forcefully awakened before the designated time, the sensory information is lost (unless the dreamer also has sleep control (level 7), as noted below). Awareness sleep can be sustained for up to 24 hours (including the two hours required for entrance and emergence).

Detect mind

(Level 3, one week of training), does not need to be asleep

This power detects minds (defined here as a consciousness having semi or better intelligence, I>1 i.e. animal) within a range of 30' per level of the dreamer. The dreamer may concentrate specifically on a single object, creature, or area-for example, detect mind would reveal the presence of a mind in an object used as a magic jar, or that a being was comatose or under the effects of a feign death spell. Note that the body of a creature using an astral spell or astral projection, or that of a projected dreamer, does not have a mind within it. The power may be used once every four hours for as long as it is concentrated on.

Dream observation (Level 3, one week of training)

This power allows the dreamer to take a look at someone else dreams. He must be asleep, and his head must touch the head of the other individual. He cannot intervene in any manner, but he experience exactly what the other individual sees and feels.

Empathic sleep (Level 3, two weeks of training)

This state is similar to awareness sleep, but it is receptive to the minds of others and is attuned to the emotional environment as opposed to the physical one. Specific thoughts cannot be detected, but general feelings (antipathy, respect, happiness, frustration, etc.) and a general identification of individuals (by personality, not appearance) is possible. Empathic sleep may be sustained for up to 10 hours (including two hours total for entrance and emergence; the time is pre designated). After eight hours in this state, the dreamer also heals 1 hp. A dreamer in empathic sleep can be awakened and lose (that is, never consciously know) information as per awareness sleep.

Level 4

Detect lie (Level 4, two weeks of training), not asleep

In range and effect, this power is similar to the fourth-level clerical spell of the same name, though it is not reversible. The dreamer attunes himself to the subconscious of the subject to detect if a statement is a falsehood compared to what the subject actually knows or thinks he knows (i.e., only intentional untruths can be noted). It may be used once every six hours.

Feign death (Level 4, two weeks of training), not asleep

This is the same as the third-level magic-user spell of the same name, except that it can only be used by the dreamer himself. It may be used once a day.

Penetrate disguise

(Level 4, three weeks of training), does not need to be asleep

With this power, the dreamer is able to detect the presence of material or magical disguise. This is done by finding out what the subject knows he actually is. A discrepancy between this and what the dreamer sees indicates something amiss. For example, an assassin may be disguised as a noblewoman or may have been polymorphed into a frog, but the assassin's subconscious knows what she actually is. The subject is allowed a saving throw vs. spells to block the dreamer from viewing his mind. Note that a character afflicted by certain forms of insanity (schizoid, megalomaniacal, delusional, schizophrenic, hallucinatory, or hebephrenic) can give the dreamer confusing signals. A hebephrenic person, for example, would subconsciously perceive himself as being a child, though the person may be 40 years old. Unless the dreamer knows the nature of the character's malady, the condition might be mistaken for a disguise. Penetrate disguise may be used once every eight hours.

Level 5

Read alignment

(Level 5, two weeks of training), does not need to be asleep

The subject of this power is allowed a saving throw; if the save fails, the dreamer is able to access the subject's subconscious to reveal the subject's code of values and morals—that is, alignment. Read alignment

only works on creatures of semi- or greater intelligence (those driven by more than mere instinct) and may be used once in every 12-hour period. Note that this power may reveal much more than a simple alignment; potential (though not actual) treachery or faithfulness can also be determined, as could other factors at the DM's option.

Sleeper communication (Level 5, three weeks training)

From deep sleep, the dreamer may utilize this ability to communicate with the consciousness of another sleeping creature. If the contacted being is having normal or lucid dreams, the dreamer appears in the dream and can communicate in it. If the contacted being is not dreaming (arbitrarily an 80% chance if not known), then the contact has a 10% chance of awakening him, terminating sleep. In the communication, which is made through dreams, the sender and receiver may appear in any form they wish while communicating. Both will clearly remember the communication when they awaken. Sleeper communication has a range of 10 miles per level of the dreamer and may be sustained for a time proportional to the level of the dreamer and inversely proportional to the distance; in other words, the duration in minutes equals the level of the dreamer times 100, divided by the number of miles between the contacting minds. For example, a 7th level dreamer communicating with a being 50 miles away could do so for 14 minutes. A dreamer may only attempt communication once every eight hours, but has no such limit on receiving communication.

minutes = $\sqrt[3]{100 \times \text{Dreamer Level, miles}}$

More than one dreamer can contact a mind at the same time. A favorite tactic of high-level dreamers is to communicate inside the mind of a third party, either to allow longer communication time or to permit communication despite considerable distance. The third party usually wakes up thinking that he has had an illogical dream or that he was being contacted by gods or spirits.

Level 6

Lesser prophecy (Level 6, three weeks of training)

From a state of light sleep, a dreamer may receive a lesser prophecy at most once in every 12-hour period. It may be utilized to derive the effects of one of the following spells: augury (second-level clerical spell), divination (fourth-level clerical spell), portent (first-level clerical spell), or predict weather (first-level druidic spell). Range, duration, and effect are as per the spell chosen, but no material components are required in any case.

Regenerative sleep (Level 6, five weeks of training)

In this state, the dreamer's brain "closes down" and enters a suspended state. All mental activity is subconscious and entirely directed toward commands for cell regrowth, as directed during at least three hours of trance like meditation (somewhere between

consciousness and lucid dreaming), without interruption, immediately before entering regenerative sleep. As such, there is little or no noticeable brain activity, although there is heightened cell activity for regrowth (2 hp regained per hour). Breathing is deep and steady, and heart rate is accelerated.

After up to eight hours of regenerative sleep, the character returns to consciousness and feels extremely hungry. He is then able-and will need-to eat a full day's quota of food (three full meals), feeling as though it were one meal. The dreamer can reenter regenerative sleep again after three hours of meditation if he wishes to.

No more than five sequential periods of regenerative sleep may be safely performed. At that point, the character must spend at least three days in normal activity and sleep to restore depleted stores of essential nutrients and thus allow the cells to readapt to normality. If regenerative sleep is continued without the three-day recovery time, healing gains are reduced by half. Furthermore, there is a 10% cumulative chance for each additional regenerative sleep period of the regrowth going out of control. After the dreamer's maximum number of hit points is reached, tissues will continue to grow, becoming tumors. At this point, 1 hp per day is lost as the tumors destroy the body's functioning. Only a cure disease, heal, limited wish, wish, or alter reality spell will reverse this condition; other curative spells will not heal lost hit points or stop the degenerative condition.

Level 7

Sleep control (Level 7, one week of training)

This is not a new skill as such, but an improved proficiency in previously acquired dreamer abilities. It allows the dreamer to do the following:

1. While asleep, the dreamer may change his basic sleeping mode (normal, light, deep), as decided beforehand. For example, the dreamer may choose to spend four hours in deep sleep and then change to light for six more.
2. In awareness and empathic sleep, the dreamer can retain a small amount of conscious control, so that he is aware of the information being gathered and stored; he may choose to cause himself to awaken from those modes on the basis of the data (such as detecting antipathy in empathic sleep. If he emerges from either sort, of his own will or not, a dreamer who has acquired sleep control will not forget the information gathered. When this semi consciousness is utilized, hit points are healed at the rate of 1 hp every 12 hours.
3. In regenerative sleep, the dreamer can pay some attention to the healing if he goes beyond the dangerous time, which reduces the cumulative chance of uncontrolled growth to 5% per regeneration period, but at the same time prevents limb regeneration (i.e., 1 hp per hour healing is the only effect).

Sleep suggestion (Level 7, three weeks of training)

This is similar to sleeper communication but is effective only at half the range (that is, five miles per level of the dreamer). The subject must be asleep. Except for the duration (one hour per level of the dreamer), it is the same as the third-level magic-user spell suggestion, and may be used once every 24 hours.

Level 8

Illusion

(Level 8, four weeks of training), does not need to be asleep

This power is basically treated as a spectral forces spell. The dreamer directly places images and other sensory data in the subject's mind, overriding those actually perceived by the subject's senses. The dreamer may project the illusion into the minds of up to two beings for each of the caster's experience levels. Subjects must be within 60' of the dreamer. An illusion can be created once per day and lasts as long as the dreamer concentrates on it.

Suggestion

(Level 8, three weeks of training), does not need to be asleep

This power is an improvement on sleep suggestion, but neither the dreamer nor the subject need be asleep. The suggestion does not need to be spoken; it is telepathically placed in the subject's subconscious. In range, duration, and general effect, it is otherwise the same as the third-level magic-user spell of the same name. Dreamers below 10th level may use suggestion once per day; 10th-level dreamers may use it twice in a day.

Telepathy

(Level 8, three weeks training), does not need to be asleep

This is an improved form of sleeper communication and is treated as that power except that neither the dreamer nor subject needs to be asleep. It otherwise has the same limits on range and usage.

Level 9

Mass suggestion

(Level 9, four weeks of training), does not need to be asleep

Mass suggestion can affect more than one subject, as per the sixth-level illusionist spell of the same name. The dreamer may utilize it once per day (see suggestion).

Projection (Level 9, five weeks of training)

This ability allows the dreamer to create a visible but non corporeal projection of himself. The dreamer controls the projection as if it were his body, although it does not have physical limitations; like certain undead, it can walk through solid objects, over water, or whatever. Normal weapons will not harm the projection, but being struck by an enchanted weapon instantly forces the dreamer's mind back to his body and suffer physical damages. The projection gives the dreamer a full sensory range in the area it is sent to.

The dreamer's projection may exist on the Prime Material plane, or may directly enter the plane of Shadow, Astral plane, or Ethereal plane. Through the Ether, the Positive and Negative Material, Elemental, Para-elemental, and Quasi-elemental planes may be accessed. Movement to these planes is virtually instantaneous, since it is the mind that is traveling.

On the Astral plane, however, a mind adopts a physical form with a silver cord. Movement and so forth is as if the dreamer were utilizing the clerical astral spell (refer to the Manual of the Planes for details). An outer-plane destination may be reached, and upon entering another plane the mind returns to having a visible, non corporeal form.

To create a projection, the dreamer first enters deep sleep, then slips into a semicomatose state (cf. astral spell) as his mind leaves the body and is projected elsewhere. The projection may be maintained as long as the dreamer desires, until forced back to the body (by being struck as if AC 0 by a magical weapon, or by a dispel magic spell cast within range of the projection and successful vs. the dreamer's level), or until the comatose body is disturbed (as if to be awakened from deep sleep). This power may be used no more than once per week.

Level 10

Prophecy (Level 10, special training time)

This ability is properly known as tephramancy, which is the ability to predict the future through dreams. It is the most difficult dreamer skill and potentially the most powerful; certainly it is the best known. Lesser dreamer abilities, such as the three modes of sleeping, work within the dimension of the dreamer's mind; median skills, from detect mind to mass suggestion, open the dreamer to the minds of others; higher still is projection, which allows the dreamer's mind to actually manifest in physical dimensions, albeit non corporeal. Tephramancy is the greatest discipline: It opens the dreamer's subconscious to the dimension of time, effectively encompassing all of existence.

It becomes apparent that prophecy is difficult to set strict rules for and what follows are little more than guidelines. The greatest responsibility lies with the DM, who must be exceptionally cautious. Always carefully consider short-term and long-term influences on the characters and campaign.

For effective use of this, it is necessary to arbitrarily define some aspects of the AD&D game universe. The past is considered set and unchangeable. The future is a myriad of possibilities and likelihood. The present is where the action is. The possibilities of the future are converted to the concreteness of the past.

After amassing 294,000 experience points, the dreamer may begin training for prophecy. After two weeks of work, the dreamer will have a percentage chance of acquiring the ability equal to the sum of his intelligence and wisdom. If aided by a mentor who already has

prophecy, 10% is added to the chance. If the roll fails, the dreamer may continue to train, and each week thereafter the chance increases 3% and the dice are rolled again. This reflects the difficulty of developing the talent, and that some dreamers are simply able to develop it faster.

In preparation for utilizing this power, each dreamer has a unique series of actions to perform. One may need to burn and inhale the smoke of a certain rare incense or herb. Another may need to surround herself with rose-scented candles while meditating. The DM is to devise the requirements for each dreamer achieving this skill. Generally, preparations take around half an hour. The dreamer then enters deep sleep (in a carefully prepared and comfortable area) for three hours.

Tephramancy makes the dreamer's subconscious virtually omniscient in viewing the past and present (notably excepting objects and persons magically hidden and the possibilities of the future. From all of this, the subconscious mind compiles the most likely future, and delivers it to the tephramancer in the form of a dream of the predicted series of events. This allows characters to influence their fates.

For example, Tharset the All-Seeing is concerned about his friend, the Arch-Mage Carsyll, who is going to travel through a nasty patch of wilderness. In his prophetic dream, he sees Carsyll ambushed by a small army of orcs. Carsyll slays them, but is so weakened that he falls prey to a demon lord with a grudge against him. From this, Tharset can warn Carsyll, who may not have realized the demon's grudge; Carsyll can travel with more careful preparations in anticipation of the ambush, put off departure for a day, or take a different route. Of course, any of those choices may contain a fate just as bad.

One nasty thing is bound to come up at some point: two dreamers prophesying about the same event. In the previous example, suppose the demon itself employed a dreamer. Theoretically, the second dreamer would have seen that Tharset would warn Carsyll, and the demon would then take the route that Carsyll would then be prophesied to take, but Tharset would see this and warn Carsyll, and so the vicious circle continues. In a case of two dreamers viewing the same person, area, or series of possible events within 12 hours of each other, the one with more experience would receive the prophecy and the other would not (which tells the less experienced tephramancer that someone else is interested in the same thing). In cases of more time difference, the later prophecy is received, and might in effect nullify the first prediction. The DM ought to consider the attendant rivalry among high-level dreamers.

Tephramancy may be employed only once per day. The DM should make the materials for it quite expensive, therefore, to prevent overuse. If the DM feels a dreamer is abusing his powers, it is possible to cause an occasional inaccurate prophecy, provide a foe with a periapt of protection from prophecy (see below), or (in extreme circumstances) revoke the power for a time. If

there is protest, it isn't too difficult to find reasons, even if it is that "the gods are offended by the misuse of your talents" - possibly a divinity or servant could even

tell the dreamer personally (by dream, of course) that his prophecy power is suspended.

5.2. Dreamer magical items

The following six enchanted devices imitate, protect against, or enhance dreamer abilities. The DM is encouraged to use different forms than those listed (such as a ring of communication) for variety.

Coronet of communication

This thin circlet of precious metal affords the wearer the dreamer abilities of sleeper communication, suggestion, and telepathy, each once per day.

(Sale Value: 20,000)

Crystal of awareness

A rock-crystal shard of this nature enables the user to perform the following dreamer skills: awareness sleep, detect mind detect lie, empathic sleep, penetrate disguise, read alignment, and sleep control. These powers may each be used once per day, except awareness and empathic sleep, which may be used once per week. If the user is a dreamer, this ring also confers the ability to remember sensory information going into and out of awareness and empathic sleep.

(Sale Value: 20,000)

Jewel of projection

By staring at this magnificent gem and entering a trance, the user is able to create a projection of himself. It is otherwise identical to the dreamer power, and may be used once per week.

(Sale Value: 35,000)

Periapt of prophecy protection

This small device renders the bearer invisible to attempts of prophecy: any prophecies in which the bearer would be involved are constructed as if the bearer did not exist. The periapt also prevents sleeper communication, sleep suggestions, suggestion, and telepathy, and makes the individual immune to mass suggestion.

(Sale Value: 10,000)

Potion of regeneration

A sip of this fluid gives the taster a tingling feeling. Imbibing the whole dose causes the drinker to enter regenerative sleep immediately, for eight hours.

(Sale Value: 4,000)

Talisman of dreams

This item, which can take any of several forms (usually a small object or piece of jewelry adorned by curious runes) gives the bearer the power of prophecy. Any dreamer will recognize it for what it is, and will be able to use it fully. A non-dreamer can be taught how to use it by a 6th or higher-level dreamer. This takes two months minus one day per point of intelligence and wisdom of the learner; otherwise, the tephramancy will occur at random, allowing a 5% chance anytime the bearer is asleep of prophetic dreams of anything important to happen soon. Controlled or randomly, this foresight can operate once per week.

(Sale Value: 45,000)

5.3. The dreamer in the campaign

Obviously, a dreamer has skills that can be used in dungeon and wilderness adventures, but a more important and unique niche can be developed in the larger campaign setting. Two ideas follow, mostly applying to NPCs; these are generally usable when the dreamer reaches 10th level and either plans to retire from play or seeks new horizons.

The Royal Prophet

As the Magician is an important court functionary, even more prominent can be the Personal Soothsayer of the monarch or noble, especially if the dreamer has spell-casting talents.

Several scenarios can come from this. It is not entirely disagreeable to hold such a position (it is possible to be as high as upper-upper class in service of a great monarch), and to do so could be the goal of a dreamer of humble origins. Of course, not everyone likes court intrigue, but perhaps the one whose court it is wants the dreamer's services even if they have to be obtained by force. Fore-warned by his tephromancy, the dreamer could seek the protection of PCs (possibly paying in services), or be a player character trying to avoid "employment" or escape from forced servitude.

The Oracle

This position especially appeals to cleric/dreamers. A respected and famous prophet can establish himself somewhere (perhaps a temple, holy shrine, ancient ruin, or any out-of-the-way place; the more famous and respected the prophet, the more difficult to get there) and live comfortably off offerings left in return for the telling of fate. Just being so far away and legendary also increases one's reputation greatly. Though it can be boring for a PC to be an oracle, a wilderness adventure to see an oracle can be a challenge. The oracle may also demand a quest as payment or merely to prove worthiness for an audience. The prophecy itself can be a challenge. Dreamers who are themselves uncertain as to what their dreams mean tend to give answers that can be interpreted in a variety of ways. And, of course, the compensation for the prediction can lighten the characters of that load of treasure they accumulated on the way there.