

Beyond the Gate of Dreams

A peculiar sort of prophet: the dreamer NPC

The dreamer semiclass 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. It is up to the DM to decide whether or not dreamers in his campaign would be appropriate as player characters.

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%. For example: Grondel the Possible Prophet has these scores: intelligence 10, wisdom 13, and charisma 18. Being human, he has a base 1% chance, modified upward by 2% for his charisma and down by 1% for his intelligence. Thus, he has dreamer potential on a roll of 01-02 on 1d100.

The dreamer is a semiclass 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.

Human NPCs with dreamer as their sole class have 2-7 hp and fight only as zero-level fighters. Elven and half-elven characters who do not choose a second class have 1-10 hp and fight as 1st-level fighters; since elves and half-elves cannot be zero-level (except as cavaliers), they are effectively dreamer/fighters incapable of progressing beyond 1st-level fighting skill, but they are otherwise treated as humans without a second class. Regarding the Dreamer Advancement and Abilities Table, "Cumulative XP" applies to those with dreamer as their sole class. 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; elves and half-elves have weapons of proficiency as per 1st-level fighters and cannot acquire any more; humans are equally inept (i.e., as zero-level fighters) with all weapons. Dreamers without another class begin with two nonweapon proficiency slots and gain another every two levels (see the *Dungeoneer's Survival Guide*, pages 23-29).

Dual-classed dreamers primarily operate according to their nondreamer 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. Upon receiving experience at the end of an adventure, they decide whether to put all of it in their primary class or improve their dreamer abilities. If the first option is chosen, then the experience is added to the primary class's total, possibly permitting training and advancement in that class. If the second option is chosen, the "XP Cost" (on the Dreamer Advancement and Abilities Table) of the next dreamer level is deducted from the amount accumulated in the adventure and, if necessary, from the primary class's total, as long as the primary class's total does not then go below the minimum for the level the character is at in the primary class (or below zero in any case). If not enough experience points are available to allow this subtraction, the recent experience is simply added to the total of the primary class. If the experience-point cost is met, the dreamer may advance to the next level after training, and the experience points are erased.

Training is essentially the same for dreamers with or without another class. Those who have another class must train for that class first if a level is to be gained in it as well.

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.

For example: Ikelam the Visionary is a magic-user/dreamer (levels 7 and 5, respectively) with 67,000 experience points. After returning from an adventure to the Lost Caves of Tulud, she acquires another 7,000 xp and decides to even out her enchanting and dreaming skills. The experience-point cost for a 6th-level dreamer is 10,000; that requires the 7,000 new points and also reduces her primary (magic-user) experience to 64,000. She is now ready to train, and decides to learn *lesser prophecy* first, which takes three weeks. Desiring a change of scenery, she then takes a few weeks off to visit her hometown of Mulwen. On the way, she destroys a band of highwaymen. Ikelam receives no experience, however, because she hasn't finished her training. After another five weeks of learning, she masters *regenerative sleep* and is established as 7th-level magic-user/6th-level dreamer.

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 may not be passed on to subsequent generations. Such bestowals 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 with *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 abilities

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*, 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*, as noted below). *Awareness sleep* can be sustained for up to 24 hours (including the two hours required for entrance and emergence).

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* regains hit points at the rate of 1 hp every four hours, and he may sustain this state for up to 20 hours at one time.

Detect lie

Level 4, two weeks of training

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.

Detect mind

Level 3, one week of training

This power detects minds (defined here as a consciousness having semi- or better intelligence) 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.

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 predesignated). 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*.

Feign death

Level 4, two weeks of training

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

Illusion

Level 8, four weeks of training

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.

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.

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.

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.

Mass suggestion

Level 9, four weeks of training

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*).

Normal sleep

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 one every eight 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.

Penetrate disguise

Level 4, three weeks of training

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.

Projection

Level 9, five weeks of training

This ability allows the dreamer to create a visible but noncorporeal 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. 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, noncorporeal 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.

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 noncorporeally. *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 likelihoods. The present is where the action is. The possibilities of the future are converted to the concreteness of the past.

After amassing 100,000 experience points (or accumulating 294,000 as a sole class), 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

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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.

Read alignment

Level 5, two weeks of training

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.

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 trancelike 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.

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 semiconsciousness is utilized, hit



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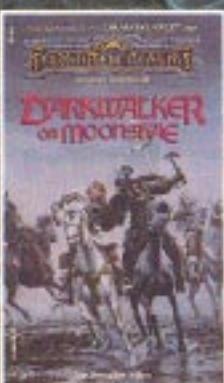
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ONE GIANT STEP FOR DRAGONKIND

Dreamer Advancement and Abilities Table

| Level | Cumulative XP (as sole class) | XP cost (as second class) | Abilities gained (weeks of training) |
|-------|----------------------------------|------------------------------|---|
| 1 | 0 | 0 | <i>Lucid dreaming (0) and normal sleep (0)</i> |
| 2 | 500 | 500 | <i>Deep sleep (1) and light sleep (1)</i> |
| 3 | 1,500 | 1,000 | <i>Awareness sleep (2), detect mind (1), and empathic sleep (2)</i> |
| 4 | 4,000 | 2,500 | <i>Detect lie (2), feign death (2), and penetrate disguise (3)</i> |
| 5 | 9,000 | 5,000 | <i>Sleeper communication (3) and read alignment (2)</i> |
| 6 | 19,000 | 10,000 | <i>Lesser prophecy (3) and regenerative sleep (5)</i> |
| 7 | 44,000 | 25,000 | <i>Sleep control (1) and sleep suggestion (3)</i> |
| 8 | 94,000 | 50,000 | <i>Illusion (4), telepathy (3), and suggestion (3)</i> |
| 9 | 194,000 | 100,000 | <i>Mass suggestion (4) and projection (5)</i> |
| 10 | 294,000 | 100,000 | <i>Prophecy (special)</i> |

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.

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 awaking 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.

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.

Suggestion

Level 8, three weeks of training

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 telepathi-

cally 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

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.

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.

XP Value: 2,000

GP 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*.

XP Value: 2,500

GP 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

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identical to the dreamer power, and may be used once per week.

XP Value: 4,000

GP 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*.

XP Value: 1,500

GP 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.

XP Value: 500

GP 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.

XP Value: 4,500

GP Sale Value: 45,000

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. Forewarned by his tephramancy, 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.

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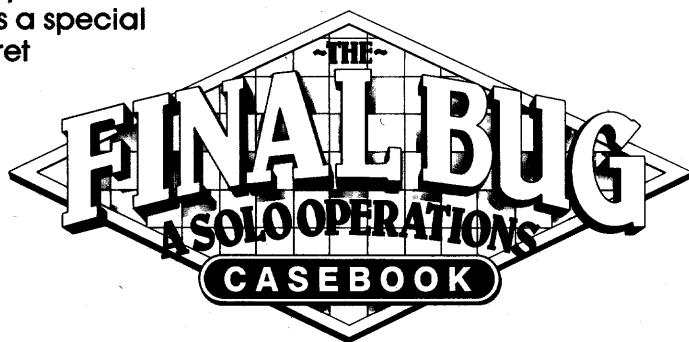


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