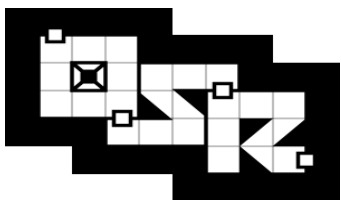


# THE ONEIROMANCER

FOR SWORDS & WIZARDRY™

BY VANCE ATKINS



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**Prime Attribute:** Intelligence 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

**Hit Dice:** 1d4 (Oneiromancers gain +1 hp/level after 10th level.)

**Armor/Shield Permitted:** Oneiromancers may not use any armor or shields.

**Weapons:** An Oneiromancer may use daggers, darts, and staffs only.

**Races:** Allowed races for Illusionists may practice as Oneiromancers.

**Alignment:** Oneiromancers may be of any alignment.

**O**neiromancers are a specialist within the magic user class, focusing on sleep and dream manipulation, recuperative spells, augury and the potential manipulation of outcomes through synchronicity. Because they dwell in the unreality of dreams and dream-imagery, an Oneiromancer may take a portion of their available spells from the [illusionist](#) specialist list. The Oneiromancer also utilizes a number of spells unique to their own specialized studies.

A prominent feature of the Oneiromancer is the permanent availability of the *sleep* spell.

Through their study and specialization, all Oneiromancers may cast *sleep* once per day per three levels. This does not count against normal spell totals, although their spell distribution is slightly modified. The single spell slot of 1<sup>st</sup> level is replaced by the *sleep* spell, and subsequent level spell slots are altered with respect to a magic user or illusionist's slots.

The Oneiromancer requires less and less sleep as they advance in levels. Through their study and training, fewer hours of sleep are required to receive the equivalent benefits of a full night's sleep (assumed to be eight hours) until they can function without penalty with mere catnaps.

A master of illusion and mind control, the Oneiromancer is resistant to mind control spells, gaining a +2 to saving throws vs spells such as *sleep*, *charm*, *hold*, or illusions. At 4<sup>th</sup> level, the Oneiromancer's aura of protection expands to a 10' radius, providing allies the same benefit. The bonus increases to +4 at 8<sup>th</sup> level.

## Oneiromancer Level Progression

Level	Exp Points	HD (d4)	Saving Throw	Ability	Sleep/day	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1	0	1	15	+2 vs mind control spells	1	--*					
2	2,500	2	13			1					
3	5,000	3	13	6 hrs sleep required		2	1				
4	10,000	4	11	+2 vs mind control spells, 10' radius	2	2	2				
5	20,000	5	11	4 hrs sleep required		2	2	1			
6	35,000	6	10			2	2	2			
7	50,000	7	9	2 hrs sleep required	3	3	3	2	1		
8	75,000	8	8	+4 vs mind control spells, 10' radius		3	3	3	2		
9	100,000	9	7	Catnaps only required		3	3	3	2	1	
10	200,000	10	6			3	3	3	3	2	
11	300,000	+1	5		4	4	4	3	3	2	1

\* - spell slot superseded by *sleep* spell

## **Oneiromancer-Specific Spells**

Being a student of the mental and sonambulistic arts, the Oneiromancer's spells effect only intelligent targets, except as noted.

### **1<sup>st</sup> Level:**

*Awaken:* Range: 240 feet, Duration: Instantaneous. The reverse of the *sleep* spell, this will spontaneously revive magically or chemically slumbering creatures/characters of up to 4HD.

*Dreamless:* Range: Touch; Duration: Period of sleep. An especially rejuvenating sleep adds 1d3 HP recovery to a full night's sleep for one character/target. Two sleeping characters may simultaneously receive the benefit at 5<sup>th</sup> level and above.

*Nightwatch:* Range: 50 feet per two levels, Duration: Caster sleep period: The Oneiromancer, during dream-state, may expand their subconscious awareness to act as a guard or alarm for sleeping companions. While using this spell, the Oneiromancer will not benefit from any rest-based healing effects.

### **2<sup>nd</sup> Level:**

*Augury:* Range: Self; Duration: Instantaneous: During sleep, an Oneiromancer, through dreaming signs, may qualitatively assess the likely outcome of a decision or action. The Oneiromancer will go to sleep with the question under consideration on their mind. Through the augury, they will receive a sensation of the outcome of the action (positive, negative, or neutral). There is a 25% chance that they will receive no sign, or that the result is indeterminate. At 4<sup>th</sup> level, the spell may be cast during a 10-minute self-induced trance, and the predictive time may be extended to 1d3 days.

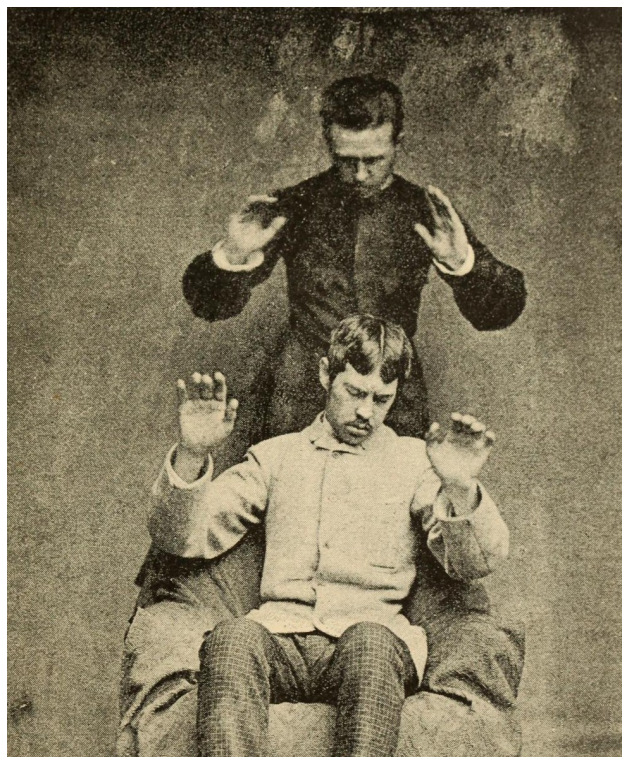
*Remote Viewing:* Range: 1,000 feet (outdoors); 100 feet (indoors/underground); Duration: One round, plus one per level. The Oneiromancer sees through the target's eyes and observes

their surroundings and actions. The caster cannot hear sounds heard by the 'observer' or otherwise influence the target. The target must be a previously encountered person or intelligent creature. At 6<sup>th</sup> level, the Oneiromancer is able to see through the eyes of a target not previously met.

*Restful Sleep:* Range: Touch; Duration: Period of sleep. This reduces sleep required for normal healing effects/spell acquisition to 4 hours. An additional character/target may simultaneously receive the benefit for each additional caster level above 5<sup>th</sup> level.

### **3<sup>rd</sup> Level:**

*Commune:* Range: Touch; Duration: One week: Similar to *suggestion*, the spell uses dream symbols to influence a target during their sleep to carry out an action. The target is granted a saving throw, failure compels the target to complete the action. Initially, the Oneiromancer must touch the sleeping target, but at 7<sup>th</sup> level, the caster may be within 60 feet to affect the target.



*Dreamwalk:* Range: 60 feet; Duration: One hour: The caster observes a sleeper's dreams in order to reveal their thoughts/secrets. There is a 40% base chance to uncover valuable info, with 5% added per level. Additionally, the Oneiromancer's knowledge of dream symbology may (66% chance) allow them to assess the target's fears, frustrations, anxieties, and/or aspirations.

*Somnambulism:* Range: 60 feet; Duration: One day. The target is enchanted to sleepwalk to complete a simple task (retrieve object, unlock door, etc.). The target may be asleep (natural or magical). The target walks slowly, and moves or takes action equivalent to a zombie. Due to the nature of the spell, the target cannot be influenced to take any violent action, or cause themselves undue harm or death (attempt to strangle a foe, walk off a cliff).

*Stabilize:* Range: Touch; Duration: Until dispelled: The spell puts an injured/poisoned/ill character into a stasis or coma mode. The injured will no longer bleed out, poisons and disease effects will be paused, and the target will not lose additional hit points due to ongoing effects. This allows the affected character to be transported until a cure/healing magic can be secured. Natural healing may progress as normal, but the character will remain unconscious until revived by the Oneiromancer.

*Telepathic Dreaming:* Range: One mile per level; Duration: Period of sleep. The Oneiromancer may communicate directly with a sleeping target to share information. The target must be a volunteer and aware that communication may occur. If the target is another Oneiromancer, the range is doubled.

*Wakefulness:* Range: Touch; Duration: Up to three days. This spell allows target (or self) to stay awake up to three days with no ill effects. The recipient of the spell will not be fatigued or lose any abilities during this time. No natural healing occurs during this time, however. At the end of the spell, the target will require eight

hours of uninterrupted sleep or take 1d8 HP damage.

#### **4<sup>th</sup> Level:**

*Greater Dreamless:* Range: Touch; Duration: Period of sleep. Adds 2d4 HP recovery to a full night's sleep for one character. At 9<sup>th</sup> level, either two sleeping characters may simultaneously receive the benefit, or the caster may cure mental effects/damage or restore one level lost to level-draining attacks.

*Greater Dreamwalk:* Range: Up to 60 feet; Duration: One hour. The caster communicates through simple questions to a sleeper. The Oneiromancer may only ask questions and does not have power to command or otherwise manipulate the target. However, the target is compelled to tell the truth to the extent possible or known. The target may make a saving throw, failure means that they do not remember the intrusion.

*False Memory:* Range: Touch; Duration: Until dispelled. The spell implants a false memory or experience upon the target in order to influence their actions, provide misdirection, or insert false evidence. The target is allowed a save to resist the memory. There is a 50% likelihood that another Oneiromancer will be able to detect the implanted memory.

*Vitality:* Range: touch; Duration: Up to three days. Provides a temporary boost to the target's abilities for a period of 1d3 days. The spell grants the target one of the following:

- +1 to prime requisite.
- One extra spell slot (1<sup>st</sup> thru 3<sup>rd</sup> level, random)
- Bonus to specialist/thief skills equivalent to one level
- +1 to initiative rolls

#### **5<sup>th</sup> Level:**

*Mass Dreaming:* Range: 100 feet per level; Duration: Period of sleep. The Oneiromancer uses dream manipulation to influence multiple

targets (maximum 6 HD) during their sleep, similar to *suggestion*. Useful for manipulation of group decisions, leadership, influencing advisers, etc.

Hit Dice of Targets	Number Affected
Less than 2	3d4
2+ to 3+	2d4
3+ to 4+	1d6
5 to 6	1d2

*Greater Somnambulism*: Range: 60 feet; Duration: One day. The target can conduct more complex tasks (multiple steps, gather information), as well as report back observations to the caster. The target appears awake and alert but is under sleep-influence and observers may note odd behavior or responses.

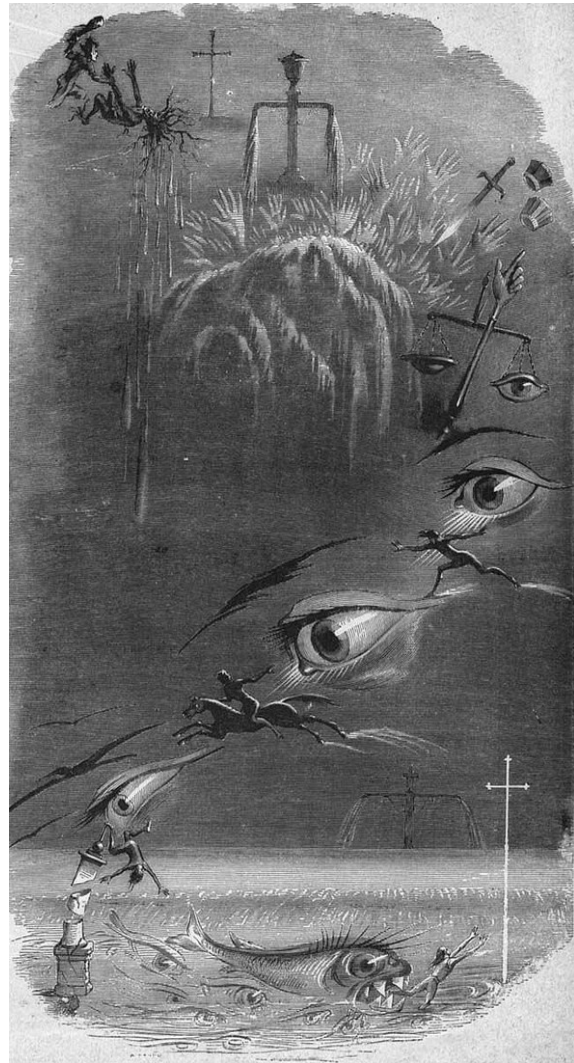
*The Sleeping Dead*: Range: 60 feet; Duration: One hour. The undead are no longer immune to the *sleep* spell. The Oneiromancer may cast a *sleep* spell on undead creatures of up to 8HD. Success is based on a successful “turn” roll for an equivalent 4<sup>th</sup> level cleric.

**6<sup>th</sup> Level:**

*Synchronicity*: Range: 240 feet, Duration: Variable: The Oneiromancer may manipulate the likely outcome of an event by causing two or more individuals to interact. The individuals may not have had a prior connection. This interaction may be beneficial to the

Oneiromancer and their allies.

*Dream of Death*: Range: 100 feet per level; Duration: Instantaneous. The Oneiromancer drives horrific dream-imagery onto the mind of the target. This imagery, based on ingrained fears within the target's mind, will cause the target to believe they are dying. The 'death' is illusory, but the victim loses 1d2 levels or HD.



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