

Credits: I give credit to Krusty for creating this system and Mercutio for inspiring my version of the Dream Portfolio.

Designers notes: Mercutio's own Dream Portfolio was incomplete and utilized psionic powers as spells, it also included nightmare effects. This dream portfolio strictly uses spells that are oriented towards ambition, aspiration, desire, etc. and does not incorporate nightmare effects as nightmares are an aspect of the Fear Portfolio. I haven't made a Reality Portfolio, so if someone wants to do that, feel free.

I incorporated Alter Reality because Alter Reality fits the flavor of the Dream Portfolio and is different than Alter Reality inherent in sidereal or eternal templates. Summoned creatures are 50% real if the immortal uses this Dream Portfolio abilities to summon creatures. This functions like *shadow conjuration*.

DREAM

Aspects: Ambition, Aspiration, Desire
Opposed Portfolio: Reality
Examples: Hypnos (Greek)
Favored Animal: Any
Favored Class: Wizard (enchanter, illusionist) (also Bard)
Favored Place: Any
Favored Sacrifice: Any
Favored Time: Any
Favored Weapon: Any
Portfolio Trial: You must cause others to dream.
Prerequisites: Any
Symbol: Any
Typical Quote: “Life is but a dream.”

DREAM DOMAIN

Granted Power: You gain Dreamtelling (see Heroes of Horror) as a bonus feat.
1. Sleep: Put 4 HD of creatures into magical slumber.
2. Detect Thoughts: Allows listening to surface thoughts.
3. Deep Slumber: Puts 10 HD of creatures to sleep.
4. Dream: Send message to anyone sleeping.
5. Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.
6. True Seeing: Lets you see all things as they really are.
7. Limited Wish: Alters reality-within spell limits.
8. Mind Blank: Subject is immune to mental/emotional magic and scrying.
9. Wish: As limited wish, but with fewer limits.

REALM

These realms appear as the immortal desires.
Treat as Mirage Arcana (Su): Always active - as per *mirage arcana* (area = realm).
Hazards: Not everything is as it seems.
Inhabitants: Creatures of dream will be drawn these places.

DREAM TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears as the immortal desires.
Treat as Disguise Self (Su): Always active - as per *disguise self*.
NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.
Demeanor: These immortals often seem distracted, as if their attention was elsewhere.

DREAM TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio, except, the immortal's environment also appears as the immortal desires.
Treat as Mirage Arcana (Su): Always active - as per *mirage arcana* (area = divine aura).
Demeanor: These immortals often seem distracted, as if their attention was elsewhere.

TABLE 1-1: (SINGLE) DREAM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty Action	
Disciple	Spell-like Abilities Dream-bound	Use any dream domain spell as spell-like ability Competence penalty on all die rolls (equal to your divine rank) if you have not slept for at least 1 hour per divine tier in the past 24 hours.	Standard Always Active
Prophet	Fear the Dreamless Reverie	Suffer 50% extra damage from attacks by mindless creatures. Illusions and mind affecting effects are only 50% effective against you.	Always Active Always Active
Hero-deity	Scion of Dream	Competence bonus (equal to your divine rank) on attack rolls, saves, and armor class against opponents that have dreamed in the last 24 hours.	Always Active
Quasi-deity	Perfect Summoning (Dream)	Creatures you summon have 50% more HD but are illusory, quasi-real, and only one-half (50%) as strong as the real things. (see <i>shadow conjuration</i> (3.5 Player's Handbook; Pg. 276)). Spells simulated have their effective level set to the actual or equivalent level of the ability or spell used to summon them or the creature's CR ÷ 1.33, whichever is greater.	Always Active
Demi-deity	Embodiment of Dream	Immunities against your illusions and mind-affecting attacks are only 25% effective.	Always Active
Lesser Deity	Superior Withering (Wis.) [Effect]	Assault your enemies with Wisdom draining attacks.	Variable
Intermediate Deity	Uncanny Withering (Wis.) Mastery	Assault your enemies with Wisdom draining attacks.	Variable
Greater Deity	Heart of Dream	Gain regeneration equal to 1/2 your HD as long as there are dreaming creatures in your divine aura.	Always Active
Elder One	Messiah of Dream	Creatures of a lower divine rank who have dreamed in the last 24 hours cannot harm you (no save).	Always Active
Old One	Cosmic Imperfection (Reality) Alter Reality	One artifact in the universe can defeat your cosmic string ability. You can use <i>wish</i> at will. (see Alter Reality; Immortal's Handbook: Ascension; Pg. 139) NB: This is different than Alter Reality inherent in sidereal or eternal templates.	Always Active Swift

TABLE 1-2: (DOUBLE) DREAM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
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Disciple	Spell-like Abilities Dream-bound	Use two dream domain spells as spell-like abilities each round Competence penalty on all die rolls (equal to double your divine rank) if you have not slept for at least 1 hour per divine tier in the past 24 hours.	Standard + Swift Always Active
Prophet	Fear the Dreamless	Suffer 100% extra damage from attacks by mindless creatures.	Always Active
Hero-deity	Reverie Greater Scion of Dream	You are immune to illusions and mind affecting effects. Competence bonus (equal to your double divine rank) on attack rolls, saves, and armor class against opponents that have dreamed in the last 24 hours.	Always Active Always Active
Quasi-deity	Perfect Summoning (Dream)	Creatures you summon have 100% more HD but are illusory, quasi-real, and only one-half (50%) as strong as the real things. (see <i>shadow conjuration</i> (3.5 Player's Handbook; Pg. 276)). Spells simulated have their effective level set to the actual or equivalent level of the ability or spell used to summon them or the creature's CR ÷ 1.33, whichever is greater.	Always Active
Demi-deity	Perfect Embodiment of Dream	Immunities against your illusions and mind-affecting attacks are only 50% effective.	Always Active
Lesser Deity	Superior Withering (Wis.) [Effect] (x2)	Assault your enemies with Wisdom draining attacks.	Variable
Intermediate Deity	Uncanny Withering (Wis.) Mastery (x2)	Assault your enemies with Wisdom draining attacks.	Variable
Greater Deity	Soul of Dream	Gain regeneration equal to your HD as long as there are dreaming creatures in your divine aura.	Always Active
Elder One	Lord of Dream	Automatically dominate (no save) dreaming creatures in your divine aura	Always Active
Old One	Cosmic Imperfection (Reality)	Two artifacts in the universe can defeat your cosmic string ability.	Always Active
First One	Dominance Sophism	Foes with less than 1/3 your HD automatically fail their saves. Avoid (disbelieve) any assault (magical, physical, etc.) by making a Will save (DC = attackers HD)	Standard Always Active