

SOMNIOMANCER

Converted from 2nd Edition, original Kit concept by smartin@imaginet.fr

A somniomancer is a master of the sleeping mind, the Region of Dreams, and the ability to travel through it. They are able to control their own or another's dreams. A somniomancer isn't always required to be asleep to use some of their abilities, but their most powerful abilities are only available to them while they are sleeping.

Somniomancers are common throughout the eastern continents of Kulan but are unheard of on Harqual. Janardûn has a number of somniomancer fellowships in the employ of the Imperial family, and many a lone lupin traveler has been known to become a powerful somniomancer. However, the continent of Kanpur has more somniomancers practicing the Art of Dreaming than anywhere else on Kulan.

Requirements

To become a Somniomancer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (psionics) – 10 ranks, Knowledge (the planes) – 10 ranks

Manifesting: Power point reserve of at least 4.

Special: Must have traveled through the Region of Dreams.

Class Features

All of the following are the class features of the Somniomancer prestige class.

Weapon and Armor Proficiency: Somniomancers gain no proficiency in any weapon or armor.

Dream Travel: At 1st-level, the somniomancer automatically gains access to the *dream travel* power. He must still meet the power's point cost in order to use the power; however, this power point cost is reduced over time by his Dreamer ability (see below).

Dream Lore: At 1st-level, a somniomancer gains access to Dream Lore, a special skill exclusive to this prestige class. The skill is based upon Wisdom and allows the somniomancer to properly perceive the millions of thoughts, desires, and phantoms created by the minds of dreamers everywhere, on a successful check (DC 15). The somniomancer can perceive the dream of a specific individual on a successful Dream Lore check against a DC of 25.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	POWER POINTS/DAY	POWERS KNOWN	MAXIMUM POWER LEVEL KNOWN
1	+0	+2	+0	+2	Dream Travel, Dream Lore	2	1	1st
2	+1	+3	+0	+3	Dreamer (-2)	4	3	2nd
3	+1	+3	+1	+3	Awaken	8	3	2nd
4	+2	+4	+1	+4	Dreamer (-4)	12	6	3rd
5	+2	+4	+1	+4	Dream Sight	16	6	3rd
6	+3	+5	+2	+5	Dreamer (-6)	20	9	4th
7	+3	+5	+2	+5	Dream Caravan	24	9	4th
8	+4	+6	+2	+6	Dreamer (-8)	28	12	5th
9	+4	+6	+3	+6	Enter Dream, Dream Word	32	12	5th
10	+5	+7	+3	+7	Dreamer (-10)	36	15	6th

Class Skills (4 + Int modifier per level): Autohypnosis (Wis), Concentration (Con), Dream Lore (Wis) *, Knowledge (psionics) (Int), Knowledge (the planes) (Int), Listen (Wis), Remote View (Int), Stabilize Self (Con), Use Psionic Device (Cha).

* A new skill for World of Kulan (see below).

DREAM LORE (Wis; Trained Only)

Check: As detailed under Dream Lore.

Retry: Yes, but if you roll a natural 1 while making a check you are immediately shunted back to the waking world.

Special: You cannot take 10 with this skill.

You can only use this skill when using the *dream travel* power, the somniomancer dream sight ability (see below), or any psionic device which allows access to the Region of Dreams.

If you have 5 or more ranks in Remote View, you gain a +2 synergy bonus on Dream Lore checks related to perceiving a specific individual's dreams.

Power Points/Day: A somniomancer's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on **Table 1S: The Somniomancer**. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A somniomancer begins play knowing one power of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers. Choose the powers known from the psion power list. A somniomancer can manifest any power that has a power point cost equal to or lower than his manifest level. The number of times a somniomancer can manifest powers in a day is limited only by his daily power points.

A somniomancer simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against somniomancer powers is 10 + the power's level + the somniomancer's Intelligence modifier.

Maximum Power Level Known: A somniomancer begins play with the ability to learn 1st-level powers. As he attains higher levels, a somniomancer may gain the ability to master more complex powers. To learn or manifest a power, a somniomancer must have an Intelligence score of at least 10 + the power's level.

Dreamer: At 2nd-level, a somniomancer subtracts 2 from the number of power points needed to manifest the *dream travel* power. This reduction in power points increases to -4 at 4th-level, -6 at 6th-level, -8 at 8th-level and, finally, -10 at 10th-level. Thus, a 10th-level somniomancer requires only 5 power points to manifest the *dream travel* power.

Awaken: At 3rd-level, a somniomancer gains the ability to wake another character from a normal dreaming state without having to touch the character or make any sound. The subject hears the voice of the somniomancer in her dream as a loud shout, which often consists of only one or two words. The character being awoken isn't immediately alert upon awaking and is considered prone for the remainder of the round if she was simply sleeping (not restrained in any way).

Dream Sight: At 5th-level, a somniomancer can perceive the Region of Dreams as if he were asleep and using the *dream travel* power. He can see and hear in the Region of Dreams normally and attune his vision to any specific location desired on the same plane.

If the somniomancer makes a successful Concentration check (DC 20), he can will his vision to return to the normal waking world without having to deactivate this ability. For each consecutive switch from the Region of Dreams to the waking world and back again the Concentration check DC increase by 2.

Note that this ability only allows the somniomancer to perceive the Region of Dreams, not to actually travel through it. Nor does it mean that the somniomancer will understand everything he sees. (The character will likely have to make a successful Dream Lore check to understand something he isn't familiar with.)

Dream Caravan: At 7th-level, a somniomancer can take any number of creatures with him into the Region of Dreams, using the *dream travel* power, equal to twice his level limit plus any number of inanimate objects equal to his Constitution modifier. (Inanimate objects may be any unequipped,

unattended item no larger than a wagon. An inanimate object with various parts is considered one object as long as the item is put together without any pieces missing.)

Enter Dream: At 9th-level, a somniomancer can enter the perceived dream of any individual located through the use of Dream Lore. The dreamer can resist this intrusion into her dream by making a successful Will save (DC 10 + somniomancer's level + somniomancer's Wisdom modifier). If the save is successful then the somniomancer cannot attempt to enter that specific individual's dreams again for 24 hours.

A somniomancer who successfully enters an individual's dream can communicate with that person as if using the *mindlink* power. A somniomancer may also alter the individual's dream as if using *hallucinatory terrain* cast as a 10th level sorcerer (Concentration check, DC 20), or alter the dream as if using *nightmare* cast as a 10th-level sorcerer (Concentration check, DC 30).

Dream Word: At 9th-level, a somniomancer can use the spell *power word, sleep* as a 15th-level wizard. This is a spell-like ability