

PENUMBRA

OCCULT LORE

THE FORGOTTEN

by Keith Baker

“This is a waste of time,” Krogar snarled. “She’s suffering from some sort of disease, nothing more. We should be looking for a priest, not crawling around in her dreams.”

*“I **am** a priest, remember?” Sera replied. “There’s definitely a supernatural force at work, and if something is keeping Rain asleep I think it’s worth taking a look at her dreams.”*

“And what are we looking for?” Krogar said, as they reached the top of the crystal ridge.

Sera looked down, shading her eyes against the violet sun. At the base of the valley, a tower rose out of the earth. Formed of a single piece of black marble, it was carved in the shape of a massive, withered tree trunk. As they watched, three warriors shimmered into existence and entered the gates. “Oh... that, maybe?” Sera said.

The world of dreams can be a dangerous place. *Occult Lore* provides rules for adventuring in dreams and for dealing with the natural manifestations of a dreamer’s psyche. But there are other forces lurking in the nocturnal realms. These include the Forgotten, a fanatical cult who abandoned the material world ages ago to haunt the realms of night. In the waking world their fortress are dust. But they continue to fight an eternal battle, spreading terror and nightmares throughout the world of dreams.

THE VOICE IN THE NIGHT

If one pores over dusty tomes of history, one might find a cautionary tale of a city-state that fell to madness hundreds of years ago. It is said that the inhabitants of the city “...heard the call of the Voice in the Night”, and that “...they became as fiends in human form, bringing terror to lands that had only known peace.” Curiously, while these tales describe the fear that gripped the land in great detail, there seem to be remarkably few records of death or serious damage to the surrounding communities; it is almost as if the “fiends” were trying to scare people without actually harming them. If this was the case, it escaped the notice of the victims. They gathered together to fight these madmen and drove them back to the walls of the city. But when the walls were breached, “... all within were dead as stone, though flesh appeared untouched by blade or plague. Some said that the fiends had drunk poison in remorse, while others praised the gods of light for striking down the forces of darkness. All agreed that the name of the city should never be spoken again, and that it should be torn from all records, lest the very sound open the gates of darkness once more.”

This is the outsider's view of events. Those who once inhabited the city have a very different story to tell – a tale of sacrifice and a long journey through darkness.

The people of the city of Kintar were prosperous and peaceful. But some among them were troubled by dark dreams, visions in which they saw the world collapsing into flames and shadow. Eventually a council was called to discuss these visions. At this gathering a young oracle named Kennan proclaimed that the dreams were warnings of a possible future. He spoke of a goddess who had created the world in her dreams, who was now stirring in her sleep of eons; if she woke it would collapse the world back into primal chaos. This goddess – the Voice in the Night – delighted in visions of terror, and the only way to soothe her rest was to spread fear across the land. Kennan explained that as they had been shown these visions, it was their duty to stop them from occurring – even though this would turn the world against them, causing all to view them with hatred and fear.

And so the people of Kintar took up arms against their neighbors. They sought to cause dread while killing while avoiding bloodshed, for their goal was to preserve life and not to destroy it. But knowing only fear, their victims fought back until. Ultimately they were besieged in the city of Kintar. There Kennan spoke to the survivors, saying that there was only one course left to them; they would abandon the world of flesh and enter the realm of dreams, and continue their vital work there. Together with the greatest wizards of Kintar, Kennan called upon strange powers and opened a tear in the fabric of reality, pulling the souls from the bodies of his people and channeling these spirits into the dreams of the world.

The city of the Forgotten could be placed anywhere in your game world. The tale of the city of the fiends is fairly obscure, but a character could recall the story by making any of the following checks successfully: Bardic Lore (DC 23), Knowledge (Arcana) (DC 28), or Knowledge (History) (DC 23). If the character makes the roll by at least five points, he has heard rumors about the motivations of the fiends and the tale of their escape into dreams.

For centuries the people of Kintar were scattered throughout the dreaming minds of the world. Fighting to survive in the nocturnal realm, many became

skilled warriors and oneiromancers, and in time the greatest dream wizards among them were able to locate the refugees and gather them together in one place. Kennan, now an oneiromancer of tremendous power, addressed the survivors. “We are forgotten by the world. But our duty remains. We are the wall that stands between humanity and chaos. Let our name remain forgotten, but let the fear that we spread bring salvation.” And so the Forgotten divided into bands, dispersing across the night to sow terror in dreaming minds.

THE NIGHTMARE LEGION

The inhabitants of Kintar were predominantly human. The Forgotten are human only in appearance. Having abandoned their physical bodies centuries ago, they now exist as creatures of pure spirit. The Forgotten are not undead; they are living creatures who had their life-force translated into dreams. As such, the essence of one of the Forgotten replenishes itself over time, as opposed to a dream lich which must drain energy from other creatures to maintain its unnatural existence. As beings of dream energy, the Forgotten no longer need to eat or sleep, and they do not suffer from age or illness. However, they can only exist in the dreams of other beings; as a result, it is difficult for them to establish permanent settlements. The leaders of the Forgotten have tried a few different approaches to this problem. Some have settled in the dreams of fading gods or ancient cities – stagnant dreams of beings that never wake, thus leaving the Forgotten in peace. But these nocturnal backwaters are useless to those who wish to be on the front lines of the campaign of terror. The master oneiromancers have created artifacts that can trap the soul of a dreamer, creating a forward base to terrorize the dreams of those around her; each active Forgotten cell carries one of these relics with them.

The Forgotten are relatively few in number. Many of the original inhabitants of Kintar died before the transition into dreams, and those that survived can no longer reproduce as flesh and blood creatures do. When one of the Forgotten reaches a certain level of spiritual strength it may choose to divide its energy,

creating two weaker spirits with the memories and form of the original. But many of the Forgotten never attain this level of energy, while others – usually those diminished by ennui or repeated defeat in battle – eventually lose the ability to maintain a coherent form. The oneiromancers try to preserve the memories of these weak souls by storing them in mystical pendants, with the hope that they may one day be reconstituted. But for now, the Forgotten are a slowly dying race. As a result, they operate in small groups. A cell of around twenty individuals will establish a beachhead in the mind of a vulnerable dreamer. Scouts examine nearby dreams, paving the way for small strike teams to spread terror across the local dreamscape. Forgotten cells rarely stay in one location for more than a month before moving along in search of fresh minds.

Forgotten society is bleak and austere. While they live in a world of dreams and have the power to create visions of joy and happiness, they are driven by

their sacred mission and have no energy to spare creating comforts for themselves. The Forgotten are not evil; they truly believe that through their actions they are saving lives and preventing the destruction of the world. However, centuries of causing nightmares, never eating, never sleeping, never watching children grow or living in a normal family have taken their toll on the minds of the Forgotten. They are warriors who have been fighting a war for centuries, a war they can never win, and as a result they have become somewhat inured to the pain that they cause. While their goal is to save humanity, and while they do not act with malicious intent, the Forgotten are not truly good; the best they can do is to cling to grim neutrality. The warriors and scouts rarely speak, caught in a constant struggle with despair and pessimism. The oneiromancers are often more talkative and possess powerful personalities that keep the cells moving, but they are obsessed with their cause and have little interest in other subjects.

THE FORGOTTEN

The Forgotten are a race of humans who abandoned their physical bodies to exist in dreams. A member of the Forgotten generally maintains the appearance she had in her mortal life, but it is a simple matter for her to alter her appearance by using Lucid Dreaming to mimic *change self*. In dreams, language is no barrier, but the Forgotten do share a noticeable accent. Everything about the Forgotten, from their black and gray clothing to their identical weapons, is designed for pure function. They are obsessed with their quest and have no time for aesthetics.

One notable thing about the Forgotten is how they are affected when they are slain in dreams. Unlike mortals, the Forgotten cannot return to the waking world; they have no bodies to return to. Instead, they are dispersed into the dreamscape. Once slain, the Forgotten cannot return to the dreams of the individual whose mind he was killed in, and he can never again enter that person's dreams. But within 24 hours he can reform in any adjacent dreamscape. The only way to perma-

nently kill one of the Forgotten is through damage inflicted by an *oneiric bolt* spell. With that said, each death does drain the energy of the spirit; weaker-willed members of the Forgotten may lose the ability to maintain a coherent form after multiple deaths. The memories of these individuals are stored in *dream cameos*. The master oneiromancers have been searching for a way to restore these lost souls, but so far without success.

Statistics are provided for the most commonly encountered members of the Forgotten, along with their preferred tactics. It is possible to encounter Forgotten of different levels or with other skills. In particular, the statistics for the Forgotten Oneiromancer are those of a combat-oriented sorcerer; an oneiromancer dedicated to research would have more craft skills and item creation feats. Other classes are rarely seen, however. In particular, there are no clerics among the Forgotten. The only deity they acknowledge is the Voice in the Night, and they do not worship her – instead, they fight their endless struggle to prevent her from rising.

THE FORGOTTEN (CONT)

FORGOTTEN SCOUT

(2nd level dream warrior/4th level rogue)

CR 6; SZ M (outsider); HD 2d8+4d6; hp 23; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (+2 leather armor, +2 Dex); Atk melee +8 (1d8+3/19-20/x2, +2 *longsword*), ranged +9 (1d8+2/crit 20/x3, +2 *composite longbow*); Face 5 ft. X 5 ft.; Reach 5 ft; SQ: +2d6 Sneak Attack, Dreamsteel, Evasion, Forgotten Racial Traits, Uncanny Dodge; AL N; SV Fort +1, Ref +6, Will +6; Str 12, Dex 14, Con 11, Int 12, Wis 14, Cha 9

Dream Points: 35

Skills: Balance +9, Climb+6, Hide +10, Jump +8, Listen +7, Lucid Dreaming +11, Move Silently +10, Spot +10, Tumble +9, Wilderness Lore +6

Feats: Dream Spy (See below), Improved Initiative, Point Blank Shot, Precise Shot, Track

Special Qualities:

Dreamsteel – See the Dream Warrior description.

Evasion – If a successful Reflex saving throw should result in half damage, it instead results in no damage.

Forgotten Racial Traits – All Forgotten may purchase Intimidate and Lucid Dreaming as class skills. Forgotten receive a +4 racial bonus when making skill checks with these skills. Due to centuries of single-minded dedication to their cause, Forgotten receive a +4 racial bonus to resist mind-altering effects, including magical effects and uses of social skills like Intimidate, Bluff, or Diplomacy. Finally, members of the Forgotten regain 10% of their total dream points every hour.

Uncanny Dodge – Gains Dex bonus to AC even while flat-footed.

Forgotten scouts are usually solo operatives. A scout will enter a dream in advance of a strike team in order to map its borders, study the host, and determine if there are any outside forces at work in the dream. She will use the Dream Spy feat and Study Dream Host action to find out all that she can about the dreamer and any intruders.

FORGOTTEN WARRIOR

(6th level dream warrior)

CR 6; SZ M (outsider); HD 6d8+6; hp 33; Init +5 (+1 Dex, +4 Increased Initiative); Spd 30 ft; AC 18 (+5 chainmail, +2 large steel shield, +1 Dex); Atk melee +11/6 (1d8+4/crit 19-20/x2, +2 *longsword*); Face 5 ft. X 5 ft.; Reach 5 ft; SQ: Dreamsteel, Emulate Feat, Forgotten Racial Traits, Weightless Armor; AL N; SV Fort +3, Ref +3, Will +7; Str 14, Dex 12, Con 12, Int 11, Wis 14, Cha 9

Dream Points: 44

Skills: Balance +8, Lucid Dreaming +11, Jump +10, Spot +10, Tumble +10

Feats: Blind-Fight (Invisible attackers get no bonus in melee; may reroll first attack that misses as a result of concealment; darkness reduces speed to three-quarters; blindness reduces speed to one-half), Cleave (May make one additional melee attack immediately after dropping an opponent), Increased Initiative, Power Attack (May reduce chance to hit by up to 6 to add an equal amount to damage), Sunder (May strike a weapon without provoking an attack of opportunity), Weapon Focus (Longsword) (+1 to hit with longswords)

Special Qualities:

Dreamsteel, Emulate Feat, Weightless Armor – See the Dream Warrior description.

Forgotten Racial Traits - See description under Forgotten Scout

NEW FEAT: DREAM SPY

The character is exceptionally skilled at sensing mental emanations within dreams, and may probe the minds of outsiders invading a dream as well as the dream host himself.

Prerequisite: 4 ranks of Lucid Dreaming

Benefit: A character with this feat receives a +3 to any Lucid Dreaming made in conjunction with the Study Dream Host action. In addition, the character can use Study Dream Host in a few additional ways. By making a Lucid Dreaming check with a DC of 15, she can sense the presence of other outsiders in the mind of the dream host; this check provides her with the number of outsiders but does not reveal their location. She may then use any of the other functions of Study Dream Host on any of the outsiders, with the usual DC for the action and the normal modifications for the user's connection to the target. The only exceptions are *analyze dream image* and *see recent event*, which can only target the dream host.

THE FORGOTTEN (CONT)

FORGOTTEN ONEIROMANCER

(4th Level sorcerer/6th Level oneiromancer)

CR 10; SZ M (outsider); HD 10d4 + 25% (Reinforced Self-Image); hp 32; Init +5 (+1 Dexterity, +4 Improved Initiative); Spd 30 ft; AC 15 (+1 Dexterity, +4 *mage armor*); Atk melee +4 (1d8-1/crit 19-20/x2, longsword); Face 5 ft. X 5 ft.; Reach 5 ft; SQ Dreamreader, Forgotten Racial Traits, Reinforced Self-Image, Stabilize Spellcasting; AL N; SV Fort +2, Ref +7, Will +5; Str 9, Dex 12, Con 11, Int 12, Wis 17, Cha 16

Dream Points: 90

Skills: Concentration +13, Knowledge (arcana) +7, Lucid Dreaming +16, Sense Motive +12, Spellcraft +7

Feats: Dodge (+1 AC bonus against a single opponent), Improved Initiative, Silent Spell (May remove verbal component; spell requires +1 level spell slot), Spell Focus (Enchantment), Spell Focus (Illusion)

Special Qualities:

Dreamreader – The oneiromancer gains a +6 to all Study Dream Host checks.

Forgotten Racial Traits – See description under Forgotten Scout.

Reinforced Self-Image – The oneiromancer gains an additional 25% bonus to his hit points while dreaming.

Stabilize Spellcasting – Spells cast by the oneiromancer always have their intended effect, ignoring the usual chance for spell malfunction within dreams.

Spells: 6/7/7/7/5/3/0/0/0/0 per day. DC 13 + spell level, 15 + spell level for illusions or enchantments (indicated by an asterisk).

0 level: *arcane mark*, *dancing lights**, *daze**, *detect magic*, *detect poison*, *flare*, *ghost sounds**, *light*, *mage hand*

1st level: *cause fear*, *change self*, *mage armor*, *silent image**, *ventriloquism**

2nd level: *blindness/deafness*, *detect thoughts*, *minor image**, *scare*

3rd level: *emotion**, *major image**, *oneiric bolt*

4th level: *circle of dreams*, *phantasmal killer**

5th level: *greater shadow conjuration**

Strike teams typically consist of two warriors and one oneiromancer. All three individuals will be wearing linked *bonds of the spirit*. These magic rings allow the wearer to transfer up to 10 hit points or dream points to another ringwearer as a partial action. In addition, if a ringwearer suffers an injury or uses a Lucid Dreaming action that should reduce her hit points or dream points below five, the excess is divided up between the other ringwearers (unless this loss would reduce the new target below five hit points or dream points, in which case the original character pays the cost).

The goal of a Forgotten strike force is to spread nightmares, not quick slaughter. If a scout locates outsiders in a dream, they will be seen as a welcome bonus – a chance to terrorize multiple minds at once. Members of the strike force will approach the party under cover of *invisibility* (using Mimic Spell Effect to produce this effect) or *improved invisibility* in the case of an oneiromancer. Using Silent Spell in order to remain undetected, the oneiromancer will then use *detect thoughts*, *emotion (despair)*, *major image*, and *phantasmal killer*. *Detect thoughts* will be used to try to isolate fears or hidden secrets. *Major image* can create scenes that highlight those fears or bring dark secrets to light. *Emotion (despair)* will generally weaken resolve and defense. And *phantasmal killer* – well, friends suddenly dropping dead is certainly disturbing, provided someone is left alive to appreciate it. In addition to these spells, the oneiromancer can use the Modify Reality function of Lucid Dreaming to cause even greater changes in a dream – twisting the environment to fit the needs of the nightmare.

The warriors are there to serve as bodyguards for the oneiromancer; they will protect him should he be spotted, and they will help to eliminate the victims once the oneiromancer's planned nightmare has run its course.

Never forget that the Forgotten are masters of Lucid Dreaming. An encounter with the Forgotten is a chance to show your players the full potential of the Lucid Dreaming skill. Forgotten warriors will use their dream points to emulate feats and increase the threat range of attacks in order to strike with flurries of critical hits. Oneiromancers will support their allies by twisting probability or reality, causing player characters to have terrible luck while increasing the abilities of their enemies.

The weapons listed in the entries for the scout and warrior have been created using Dreamsteel. As a result, they will vanish should they leave the wielder's hand. In addition, the soldier or scout could produce any sort of +2 martial weapon at will; the weapons listed are standard Forgotten equipment, but if there was a reason for a warrior to switch to a greatsword or a maul, he could do it by taking a full action to engage his Dreamsteel power.

RELICS OF THE FORGOTTEN

Over the centuries the master oneiromancers of the Forgotten have designed many magic items to help in their crusade of fear. Two of these – the bonds of the spirit and dream cameo – have been described elsewhere. Here are two additional tools in the arsenal of the Forgotten.

NEW WONDROUS ITEM: SOUL KEEP

The Forgotten live in the dreams of others. This can make long-term planning quite awkward, as a crucial base of operations can suddenly wake up and remove her mind from the dreamscape. The *soul keep* is designed to solve this problem. The *keep* is a sphere of dark crystal, about 3" in diameter. If the character holding the sphere possesses the spell *oneiric bolt*, he can channel the bolt through the sphere. This has two effects. First, the bolt gains the benefits of the Maximize Spell feat, inflicting maximum damage. The second effect only occurs if the bolt strikes and kills the dream persona of the current dream host. In this case, the victim must make an opposed Will Saving Throw against the holder of the sphere. If she fails, the target's spirit is pulled into the sphere and her body falls into a coma (the *keep* does provide magical sustenance, so she won't starve to death). As soon as the sphere is occupied it will take root in the ground and a fortress will rise up around it, remaining in place until the spirit is released from the sphere.

Anyone who is touching the sphere of an occupied *soul keep* is considered to be the dream host for as long as he remains in contact with the sphere; this can allow a character to alter reality to a degree that would normally be impossible (including dictating the appearance and layout of the fortress surrounding the sphere). The only action that the trapped spirit can take is to communicate telepathically with anyone who touches the sphere. Releasing the spirit from the sphere requires a Lucid Dreaming check with a DC of 15. If the spirit is released the fortress disappears and the sphere comes loose from the ground.

A *soul keep* is not a transient item. If a dreamer is killed while the *keep* is in his possession, it will be left behind on the dreamscape.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, 16 ranks of Lucid Dreaming, *Mordenkainen's magnificent mansion*, *oneiric bolt*, *trap the soul*; *Market Price:* 150,000 gp; *Weight:* -

SPIRIT VESSEL

For the most part the Forgotten are content with their exile in the realm of dreams. After all, it allows them to pursue their nightmare crusade without having to worry about accidental bloodshed. But occasionally it is necessary for one of the Forgotten to return to the material world. And since the Forgotten have no physical bodies, to return to the waking world they first obtain a body.

A spirit vessel is a special form of transient object. In dreams, it takes the form of a humanoid figure carved from stone, about six inches in height. To activate the vessel, a character must hold it in one hand and use the Wake at Will action. A normal mortal cannot use the vessel, and it will be left behind in dreams. But if the user is a spiritual entity like a dream lich or one of the Forgotten, the figure will be transported to the waking world and placed at a random point within a one-mile radius of the host of the previous dream. The figure will grow in size and assume a fleshy texture, using an automatic *alter self* enchantment to assume the natural appearance of the user.

A character inhabiting a spirit vessel possesses the same statistics in the waking world that he has in the world of dreams. The vessel temporarily becomes flesh and blood, so the spirit does not gain any sort of increased armor class. If the character becomes unconscious or falls asleep the figure shrinks and disappears, returning both vessel and spirit to dreams. If the user is killed in the material world, the spirit will return to dreams and the vessel will shatter, leaving shards of shrinking stone as the only trace of the spirit's passage.

Needless to say, the market price for this item is primarily for construction purposes. Very few beings would have any reason to wish to purchase such an item.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Object, 14 ranks of Lucid Dreaming, *limited wish*, *polymorph any object*; *Market Price:* 100,000 gp; *Weight:* 1 lb

ADVENTURE SEEDS

The Forgotten can be a good tool for pulling characters into dreams. If an ally of the party is suffering from Forgotten raids, the party may need to find a way to get inside her dreams and evict these unwelcome visitors. Conflict with the Forgotten can help to teach characters the many ways to use Lucid Dreaming – even if they learn these tricks the hard way. And given that they are effectively immortal, the Forgotten can also serve as effective long-term villains in a campaign in which dreams play a significant role. You may have forced Kol the Oneiromancer from the mind of your friend, but who knows when your paths will cross again?

Of course, when using the Forgotten as villains, it is important to remember that they are not evil as such. In a sense, they are tragic figures, doomed to live amidst endless horror in order to save the world (at least, that's what they believe).

Here are a few specific ways you might use the Forgotten.

GUARDIANS OF THE DREAMWORLD

“You shall never claim the Orb of Drusirius, mortal!”

There are only a few static locations in the world of dreams – the memories of fading gods, ancient cities, and similar oddities. Often, these dreams contain powerful transient relics; these relics may be one of the things that preserves the dream and keeps it stable. The constant dreams are also extremely valuable to the Forgotten, who use them as staging areas. So, if a party is following a lead to reclaim the fabled Sword of Victory from the mind of the Fallen God, they might discover a force of Forgotten camped out in the temple – and the Forgotten aren't too keen about humans coming in and destabilizing their homes.

WAVE OF TERROR

“I don't know what's wrong with Raindrop... but I'm guessing that it has something to do with all these nightmares we've been hearing about.”

At some point a party who spends a lot of time exploring dreams is going to run into Forgotten crusaders. This may simply be a random encounter with a wandering strike team. Or it could be more serious. Perhaps a Forgotten cell seizes the mind of one of the allies of the party using a *soul keep*, and starts using her as a base of operations to terrorize the city. People start talking about terrible nightmares. Mages can't memorize their spells. Tempers are flaring and people are afraid. And, of course, the friend of the PCs is in a coma. What do they do? If there is a dreamwalker in the party, he may choose to investigate the matter on his own. Otherwise, the PCs can be approached by a priestess of Caeryn Donaeth. She knows what is going on, but doesn't have the power to stop it; however, she can use *circle of dreams* to get the party to where the action is.

One thing to remember is that while it is convenient to say that the dreams of one individual border the dreams of those somewhere in her vicinity, it doesn't have to be a direct one-to-one correlation to the physical world. It's more interesting to look at the local population and determine whose dreams are most similar to the victim of the *soul keep*. If she's a wizard, then perhaps the wizard's guild will be hardest hit. If she's always wanted to be an opera singer, perhaps it will be other aspiring performers. There should be some tie between the victim of the *keep* and the others suffering nightmares – but it doesn't have to be a direct physical connection.

CROSSING OVER

“Every moment that I waste in the waking world places reality in peril. So just give me the necklace and no one will get hurt.”

While exploring dreams, a party may unwittingly pick up an item that is very important to the Forgotten – something like a *dream cameo*. Alternately, a group that repeatedly disrupts the affairs of the Forgotten may be targeted for perma-

ment assassination. In either case, an agent could be given a *spirit vessel* and sent to the waking world. This is most effective if the characters have become complacent in the belief that the Forgotten can't do anything to them while they are awake.

THE LESSER OF TWO EVILS

“This thing is an abomination against all life – a creature of the darkness we seek to hold at bay. If we can help you, we shall.”

The Forgotten often appear to be villains. But when the party encounters a powerful dream lich, the Forgotten may be the only ones with enough knowledge of the dream realms to deal with the creature. If a dream lich has possessed an ally of the party, the only chance to defeat the beast may be to team up with a Forgotten strike force. Dream liches are malicious undead beings, and while the Forgotten usually have no interest in mortal affairs, they could be convinced to help fight such a monster.

Another possibility is to seek the help of the Forgotten in dealing with a modern-day cult of the Voice in the Dark. This group is trying to spread terror to placate the Voice, but they are doing it through a series of horrific murders. The Forgotten believe that fear is necessary, but they dislike bloodshed. Can they help the party find the killers?

APPENDIX: THE DREAM WARRIOR

The oneiromancer is a spellcaster who studies dreams from a philosophical perspective. But there are those who have no interest in understanding the nature of dreams – people who look at lucid dreaming as a means to an end, who wish to fight the monsters of the mind as opposed to studying them. A dream warrior undergoes extensive martial training in the waking world while simultaneously learning meditative techniques to strengthen his minds in dreams. Part fighter, part monk, the dream warrior can serve as a spiritual bodyguard who protects the dreams of his allies or he can be a mental raider who tears knowledge from the dreaming minds of his enemies.

The path of the dream warrior requires intense training and devotion. Dream warriors are usually attached to an order or monastery with a strict hierarchy of teachers and students. The two largest human orders were part of the societies of the Kyri and the Forgotten. The Forgotten now exist only in dreams, while the Kyri have been completely destroyed. A few of the elven followers of Caeryn Donaeth are known to follow this martial path, but disciplined dreamers are uncommon among the other races. You will have to decide if there are other orders of dream warriors in your world, and what trials a character would have to undergo to receive training.

NEW CLASS: DREAM WARRIOR

Abilities: The dream warrior has to meet the demands of two worlds. As a warrior, all of the physical attributes are valuable to the dreamer. However, when dreaming strength of will can be far more important than strength of arms. Wisdom provides a dream warrior with the energy he needs to use his Lucid Dreaming skill, and as such it is a vital attribute for a character to possess.

Alignment: Any.

Hit Die: d8

CLASS SKILLS

The class skills of the dream warrior are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Lucid Dreaming (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill points at 1st level: (3 + Int modifier) x 4

Skill points at each level: 3 + Int modifier

Dream points at 1st level: (3 + Wis Modifier) x 2

Dream points at each level: 3 + Wis modifier

CLASS FEATURES

All of the following are class features of the dream warrior:

Weapon and Armor Proficiency: A dream warrior is proficient in the use of all simple and martial weapons, the use of all types of armor (heavy, medium, and light), and shields.

Deep Sleep: A dream warrior is trained to enter a deep form of meditation which functions in a manner similar to *sleep of the just*. While in this trance, the character will only wake up if he voluntarily chooses to do so (using the Wake at Will action described in *Occult Lore*), if he dies in dreams, or if he takes

physical damage in the waking world. He will not be bothered by noises or other distractions in the waking world, and will not have to make Will saves to prolong the length of a dream.

Dreamsteel: During his initial meditation sessions, a dream warrior learns a highly concentrated form of the Alter Reality discipline – focusing his thoughts to the point that he can create weapons or armor out of pure belief. While dreaming, a dream warrior can take a full action and expend a certain amount of dream points to produce a weapon or piece of armor, as described below. This does not provoke an attack of opportunity. These weapons only exist for the dream warrior, and should they ever leave his possession they instantly vanish. A weapon will appear in the warrior's hand, and armor forms on his body.

The type and quality of equipment that a character can create is based on the number of ranks he has in the Lucid Dreaming skill, as shown below. A dream warrior can only create a weapon he is proficient with.

So a dream warrior with 10 ranks of Lucid Dreaming could spend a total of 9 dream points to create a large shield, a breastplate, and a +1 *greatsword*.

Accompany Dreamer: If the dream warrior uses his Deep Sleep ability while in physical contact with another living being, he may choose to enter the dreams of that being. If the warrior's presence is unwelcome, the warrior must make a Lucid Dreaming skill check opposed by the target's Will Saving Throw. If the warrior succeeds, he enters the dream; if he fails, he cannot try to enter that being's dreams again for at least 24 hours. This resistance is subconscious; the is not consciously aware of the warrior's attempt to invade her dreams.

Bonus Feats: A dream warrior divides his time between deep meditation and intense martial training. A dream warrior receives an additional bonus feat at 2nd level and every three levels thereafter. These feats must be drawn from the following list: Ambidexterity, Blind-Fight, Cleave, Combat Reflexes,

Lucid Dreaming	Dream Points	Equipment
1	0	any weapon; 20 arrows, bolts, or sling stones
2	1	any shield
4	2	any weapon (+1 enhancement bonus)
6	2	any light armor
8	4	any weapon (+2 enhancement bonus)
10	4	any medium armor
12	6	any weapon (+3 enhancement bonus)

Lucid Dreaming	Dream Points	Equipment
14	6	any heavy armor
16	8	any weapon (+4 enhancement bonus)
18	8	any armor or shield (+1 enhancement bonus)
20	10	any weapon (+5 enhancement bonus)
22	12	any armor or shield (+2 enhancement bonus)

NEW CLASS: DREAM WARRIOR (CONT)

Deflect Arrows, Dodge, Exotic Weapon Proficiency, Expertise, Far Shot, Great Cleave, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Two Weapon Fighting, Improved Trip, Improved Unarmed Strike, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Sunder, Stunning Fist, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Whirlwind Attack. The character must meet all of the usual prerequisites for selecting the feat.

Emulate Feat: The intense training of the dream warrior makes it easier for him to perform martial feats in his mind. Whenever he uses the Mimic Feat mimic one of the feats from the Bonus Feats list given above, he receives a +5 to his Lucid Dreaming Check and only needs to spend 2 dream points instead of 3.

Special Abilities: At 4th level and every three levels thereafter, a dream warrior gets a special ability of his choice from the following:

Additional Dream Points: The character gains four additional dream points. This ability may be taken multiple times.

Good Fortune: Opponents cannot use the Alter Probability function of Lucid Dreaming to adversely affect the rolls of a dream warrior who possesses this special ability.

Keen Mind: The character gets a +5 to Lucid Dreaming checks when using Modify Threat Range.

Mind over Mortality: The dream warrior receives a +3 bonus to Will Saves made to resist the negative effects of death in dreams.

Positive Self-Image: The character receives a +3 bonus to all saving throws made against hostile manifestations of Mimic Spell Effect.

Spirit Tracker: The dream warrior receives a +10 to his Lucid Dreaming check when he uses Study Dream Host to determine the current physical or spiritual location of the host.

Weightless Armor: While in dreams, the armor check penalty of any armor the character wears is reduced to zero. Further, the warrior does not suffer any reduction in movement rate due to wearing armor. However, the arcane spell failure and maximum Dex bonus values of armor remain unchanged.

DREAM WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Deep Sleep, Dreamsteel
2	+2	+0	+0	+3	Accompany Dreamer, Bonus Feat
3	+3	+1	+1	+3	Emulate Feat
4	+4	+1	+1	+4	Special Ability
5	+5	+1	+1	+4	Bonus Feat
6	+6/+1	+2	+2	+5	
7	+7/+2	+2	+2	+5	Special Ability
8	+8/+3	+2	+2	+6	Bonus Feat
9	+9/+4	+3	+3	+6	
10	+10/+5	+3	+3	+7	Special Ability
11	+11/+6/+1	+3	+3	+7	Bonus Feat
12	+12/+7/+2	+4	+4	+8	
13	+13/+8/+3	+4	+4	+8	Special Ability
14	+14/+9/+4	+4	+4	+9	Bonus Feat
15	+15/+10/+5	+5	+5	+9	
16	+16/+11/+6/+1	+5	+5	+10	Special Ability
17	+17/+12/+7/+2	+5	+5	+10	Bonus Feat
18	+18/+13/+8/+3	+6	+6	+11	
19	+19/+14/+9/+4	+6	+6	+11	Special Ability
20	+20/+15/+10/+5	+6	+6	+12	Bonus Feat

OPEN GAME LICENSE

VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and

the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 copyright 2000, Wizards of the Coast, Inc.

D20 System rules and content copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

Open Game Content from Herbs copyright 2002, Trident, Inc., d/b/a Atlas Games; author Chris Jones

Occult Lore Copyright 2002, Trident, Inc. d/b/a Atlas Games; authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.

The Forgotten Copyright 2002, Keith Baker.

DESIGNATION OF OPEN GAME CONTENT

The text in insert boxes with a parchment background and in-line text marked with indentions on left and right is hereby designated Open Game Content.