

# Species, Breed: Vision

Type: Dream Creature.

Class: Figment.

Align: None. This creature has no align.

Gender: Not applicable.

Level: Not applicable.

Number encountered: 1

Experience points: Just for encountering this creature, 3,000 experience points will be given.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: 30

Mental-strength: 30 See: "Special abilities"

Strength: Not applicable.

Wisdom: 30

## Movement:

Flying: Not applicable.

Grounded: Not applicable.

Swimming: Not applicable.

Luck: Not applicable.

Oxygen-points: Not applicable.

Blood-points: Not applicable.

## Attack descriptions

None.

Defense: Not applicable.

Offense: Not applicable.

Damage-Points: None.

Treasure: %Roll needed to have money and treasure:

None.

# Description:

**Annihilation Strike?:**No.

**Description:** None. This creature is a dream; a figment of the imagination.

**Dislikes:** Unknown.

**Disposition:** This creature rarely manifests itself, but here and there it appears in a person's dream. While in slumber, this creature will enter into one's dream and show them a path . . . a path to bring the Vision to life; to actually bring an end to its dream-state, and become a creature.

Vision is a figment of the imagination, only shared in dreams. It wishes a real life, and so enters into one's dream to make them a deal. If the dreamer will follow the path that the Vision will give the dreamer, it will enable Vision to remain in the dreamer's subconscious mind. It cannot force this upon any creature.

Once Vision has its host, Vision will instruct its host on what paths to take and choices to make in order to eventually bring it to life (See: "Susceptibilities") . Once this is accomplished, the Vision will depart from its host as a separate, newly born, identity (a random creature from a random region), to make its way as any creature naturally would.

**If successfully accomplished, the host will mysteriously gain the following:**

1-D100 +20 x5 modification-points for aiding it. An instant bonding will occur that will never be broken by anyone (but the host -- if he or she wishes to do so).

After all this has happened, the Vision will depart to its new life as the creature it is, and no longer the creature called, "Vision", always an ally and friend to the host it was created from (no matter the creature, or its align).

**Fears:** The death of its host. If the host dies, so does Vision (the dream). It is utterly destroyed forever.

**Habitat:** This creature is found in a few regions, yet is very rare to encounter.

**Immunities:** All abilities and powers but those of the Dream Weaver.

See: "Note".

**Life-span:** Eternal until it becomes a living creature . . . or if its host is killed.

**Likes:** Life. The Vision's dream and passion is to become a creature; to exist without the Dream Dimension.

**Needs:** A host.

**Note:** Only the powers of a Dream Weaver class can effect such a creature, but since the Age of War, Dream Weavers have not been seen in all the land. Legend has it, Dream Weavers fled all existence at the beginning of the Age of War; a conflict of death and sorrow that covered the entire face of Utaemia.

One day, Dream Weavers may return . . . but this is mere fireside speculation from those venerable ones who knew those of the Order of Dreams . . . long ago.

**Special Abilities: Dream:** While it has a host, it can give the host any dream he or she wishes.

**Metamorphose:** The most incredible thing that can happen is, when the Vision finally takes on the form of a creature, it will offer its faithful host the same shape. If accepted, he or she will transform into the same creature as the Vision, and go with it (to exist together for as long as they live). What is more, the host will yet retain all Abilities, Divine Favors, Level, Spells, Trade-Skills and any other cultivated powers and abilities, he or she gained in his or her former life. Also, the host will be perfectly able to communicate verbally in the languages it once knew (even if the Vision has become a creature that normally would not communicate).

**Special Defenses: Fortification:** While it is within its host, Vision will combine its characteristics to its host's, increasing the success chance of avoidance-rolls and other rolls that relate to those characteristics.

**Special Offenses:** None.

**Susceptibilities:** Vision can only communicate to its host when its host is sleeping.

**Weapon susceptibility:** None.