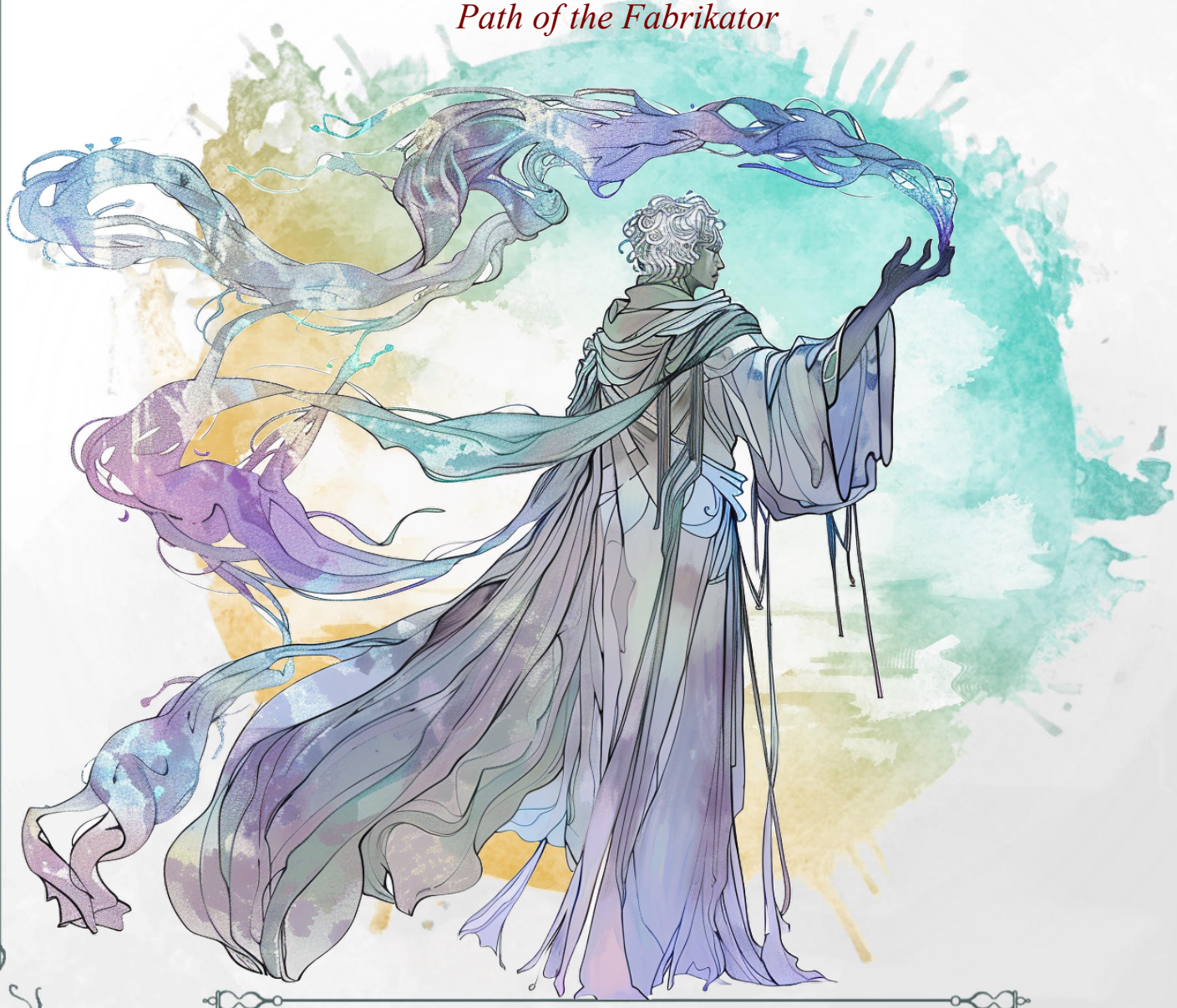
DUALINK

Dreamweaver

Path of the Fabrikator



Records of Shattered Time

The Path of the Fabrikator is for Dreamweavers who specialize in the creation and manipulation of dreamscapes, using their dreams to fabricate realities and strategize with allies. By tapping into their subconscious they can conjure creatures they dream of, welcome allies into their personlized Dreamscapes, and trap enemies within, to fight whatever lurks there.

Dream Fabrication

At 2nd level, you gain the ability to materialize objects from your dreams into the waking world. As an action, you can create any non-magical item that you have seen in your dreams or in reality, which must fit within a 3-foot cube. The duration of the item depends on its complexity: simple items last for up to 8 hours, whereas complex mechanisms or large items last for 1 hour.

The item disappears when you use this feature again or after its duration ends. You can use this feature a number of times equal to your Wisdom modifier (minimum once) per long rest.

Shared Dreamspace

At 2nd level, you can create a shared dreamscape for strategic planning and rehearsal. As a 10-minute ritual, you and up to your Wisdom modifier (minimum of one) willing creatures within 30 feet can enter a dream world. In this space, time is dilated so that 10 minutes in the real world equates to 30 minutes in the dreamscape.

At Higher Levels:

- At 6th level, the time dilation improves; 10 real-world minutes can equate to 1 hour in the dreamscape.

• At 10th level, you can opt to further dilate time so that 10 real-world minutes equate to 2 hours in the dreamscape. However, using this extended duration incurs 1 level of exhaustion upon exiting, reflecting the mental and physical toll of sustaining such a potent illusion.

• At 14th level, the ratio improves to allow 3 hours in the dreamscape per 10 real-world minutes. Opting for this maximum extension results in 1 level of exhaustion and a new condition called "Dreamer's Dissonance," which causes disorientation and imposes disadvantage on Wisdom and Intelligence checks for 24 hours.

Dreamscape Conjuration

Starting at 6th level, your connection to the Dreamlands enables you to summon creatures from your dreamscape into the waking world. This process is enriched by a system that allows you to customize and generate unique creatures through a combination of dice rolls and creative choices.

Base Conjuration Roll:

As an action, you begin the conjuration by first deciding upon the CR the creature will have. The base CR for a conjured creature is capped at 1/3 your Dreamweaver level (rounded down). If you choose to summon a more powerful creature, up to half your Dreamweaver level, you must succeed on a Wisdom saving throw (DC = 13 + the creature's CR) to maintain control. A failed save results in the creature behaving unpredictably. Then you roll a 1d100 to determine the basic archetype of the creature depending on its chosen CR.

Once you have the result from the d100, select the creature from an alphabetical list of monsters of the chosen CR.

The creatbure materializes within 30 feet of you and persists for 1 minute or until it drops to 0 hit points, whichever comes first. You must maintain concentration to control the creature, akin to concentrating on a spell. If your concentration is broken, the creature might act according to its nature, potentially becoming hostile or flee. You can use this feature a number of times equal to half your Wisdom modifier (rounded up), with all expended uses restored after you finish a long rest.

After determining the base archetype, you refine the creature's attributes by rolling on additional tables:

Roll (d8)	Size
1	Tiny
2	Small
3	Small
4	Medium
5	Medium
6	Large
7	Large
8	Huge

Roll (d6)	Type	Trait
1	Elemental	Elemental Core
2	Beast	Camouflage
3	Aberration	Mind-Bending
4	Fey	Fey Charm
5	Undead	Life Drain
6	Construct	Fortification

Elemental Core: Gains resistance to a type of damage based on its elemental nature (fire, ice, etc.).

Natural Camouflage: Has advantage on Stealth checks in natural environments.

Mind-Bending: Can cast confusion once per day as a natural ability.

Fey Charm: Can cast charm person once per day; targets have disadvantage on the save if they harm the Fey.

Life Drain: Melee attacks heal the undead for half the damage dealt to the target.

Fortified Construction: Has resistance to non-magical bludgeoning, piercing, and slashing damage.

Roll (d8)	Temperament
1	Agressive
2	Protective
3	Cunning
4	Playful
5	Territorial
6	Curious
7	Fearful
8	Stoic

Roll (d10+1)	Additional Traits
1	None
2	Unique Feature
3	Unique Feature
4	Elemental Affinity
5	Elemental Affinity
6	Special Defense
7	Special Defense
8	UF & SD
9	UF & EA
10	EA & SD
11	All

Roll (d6)	Affinity
1	Fire
2	Ice
3	Wind
4	Earth
5	Lightning
6	None

Roll (d6)	Defense
1	Resistance to Physical Damage
2	Immunity to a type of Damage
3	Etherealness (Can phase out)
4	Reflective Skin (Reflect spells)
5	Absorption (Absorbs force, psychic)
6	Camouflage

Roll (d10)	Feature
1	Glowing Eyes
2	Multiple Heads
3	Emits a Soothing Melody
4	Speaks Multiple Languages
5	Changes Color Based on Mood
6	Emits a Foul Smell
7	Can Alter Its Texture
8	Radiates Cold or Heat
9	Glows in the Dark
10	Spores that Induce Hallucinations

Dreamscape Manipulation

At 10th level, you gain the sophisticated ability to manipulate the fabric of dreamscapes and ensnare enemies within them. You can shape the dreamscape environment to optimize your and your allies' capabilities or hinder your enemies. Therefore, any psychological or emotional effects experienced in the dreamscape can have lingering effects after the creatures return to the waking world. As an action, you can alter your current dreamscape or create a new one with specific environmental conditions. Additionally, you can attempt to pull one visible creature within 60 feet into the dreamscape by forcing them to make a Wisdom saving throw against your Spell Save DC. On a failure, they are trapped in the dreamscape for 1 minute. Any damage inflicted in the dreamscape is felt as psychic damage. Additionally, you can summon up to two dream creatures you've previously encountered, with a CR limit of 1/3 your Dreamweaver level in your dreamscape.

These creatures can interact with the trapped being but cannot leave the dreamscape. Trapped creatures can attempt to escape the dreamscape by making an Intelligence (Investigation) check against your spell save DC as an action. Success returns them to the real world. Maintaining the dreamscape requires concentration. If a Concentration check is failed, a creature trapped in the dreamscape gains advantage on its attempt to escape. This feature can be used once per long rest.

Dreamscape Manipulation Options: You can apply up to two of the following changes simultaneously within your dreamscape:

- ***Temporal Shift:*** Alter the perception of time, making actions and reactions appear to move faster or slower. This can affect turn order, movement speed, and reaction times.
- ***Gravity Alteration:*** Adjust gravity levels, making movements heavy and slow or light and agile, affecting mobility and certain skill checks.
- ***Environmental Transformation:*** Transform the landscape to create tactical advantages or challenges, such as foggy conditions, slippery ice, or difficult terrain.
- ***Construct Creation:*** Erect illusory structures like walls, pits, or buildings that provide cover or obstacles but do not cause direct damage.

Master Fabricator

At 14th level, your ability to materialize dream constructs reaches its zenith. You can now create items or constructs within a volume of up to a 10-foot cube. These items can be more complex and are structurally sound, lasting for 24 hours before fading.

Additionally, the power of the creatures you can summon through Dreamscape Conjuration increases. You may now summon creatures with a Challenge Rating (CR) of up to half your Dreamweaver level (rounded down). This feature can be used once per long rest, reflecting its potent nature.

Dual Dreamworlds Mastery

At 14th level, you achieve unparalleled mastery over the dream realm, allowing you to manipulate multiple dreamworlds simultaneously. You can maintain and manipulate two separate dreamworlds, enhancing your strategic options. You can choose to pull one creature into each dreamworld, or two into one, applying the same Dreamscape Manipulation rules to each.

Each dreamworld can have independent environmental conditions, gravity levels, and constructs, providing tactical advantages in various scenarios. Pulling creatures into two different dreamworlds imposes significant mental strain, resulting in 1 level of exhaustion. Within each dreamworld, you can summon up to two creatures (with a CR limit of 1/3 your Dreamweaver level each). These creatures can interact with and potentially harm beings trapped in the dreamworld.

A Fabrikator's creation

"Can't be late for a meeting..."



A Guide to Playing a Fabrikator

The Fabrikator subclass of the Dreamweaver class is a complex and imaginative class that requires strategic planning and creativity. Here's a guide to help players navigate and enjoy the unique features of this subclass:

Daily Dreamworld Preparation

1. *Decide Dreamworld Changes:* At the beginning of each day, take a moment to describe or note down the changes you wish to make to your dreamworld(s). This could include altering landscapes, creating structures, or setting specific themes.
2. *Roll for Potential Creatures:* Without knowing the specific creatures, roll a d100 for potential encounters in your dreamworld. The Dungeon Master (DM) will note the results and refer to them when creatures are encountered or summoned.
3. *Communicate with your DM*: Ensure that you and your DM have a clear understanding of your dreamworld's current state and the potential creatures that may appear. This helps the DM to seamlessly integrate your dreamworld into the game's narrative.

In-Game Strategy

1. *Strategic Summoning:* When using Dreamscape Conjuration, consider the situation and the type of creature that might be most beneficial. Remember, the creature you summon might not always be under your control, so weigh the risks.
2. *Trapping Opponents:* If you plan to trap opponents in your dreamworld, communicate with your DM about the potential scenarios. The DM already knows what creatures are present, which can lead to interesting and unexpected encounters.

3. *Adaptability:* Be prepared to adapt to the creatures and scenarios that arise from your dreamworld. Your dreamworld can be both an asset and a challenge, depending on the creatures and the situation.

Roleplaying and Creativity

1. *Describe Your Dreamworld:* Take the opportunity to creatively describe your dreamworld when you use it in the game. This enhances the roleplaying experience for you and your fellow players.

2. *React to Surprises:* Embrace the unpredictability of your dreamworld. Your reactions to unexpected creatures or scenarios can add depth to your character and the game.

3. *Collaborate with the Party:* Work with your party members to make the most of your dreamworld.

