DUALINK

Dreamweaver

Class



Records of Shattered Time

Dreamweavers are mystical adepts who command the fabric of dreams to shape reality, weave nightmares, and traverse the ethereal boundaries of sleep and wakefulness. They draw their powers from the Dreamlands, a mystical realm that exists between worlds, where the collective unconsciousness of all beings converge. Dreamweavers are known to be enigmatic and reflective, often appearing distant as their minds are partially tethered to the dreamscape.

Dreamweaver

Level	Proficiency Bonus	Features	Spells Known: Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Dream Weaving, Dreamer's Insight	2	3	2	-	-	-	-	-	-	-
2nd	+2	Somnambulist's Path	2	4	3	-	-	-	-	-	-	-
3rd	+2	Ethereal Insight, Messenger of the Dawn	2	5	4	2	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	6	4	3	-	-	-	-	-	-
5th	+3	Dream Shield, Dreamer's Foresight	3	7	4	3	2	-	-	-	-	-
6th	+3	Somnambulist's Path Feature	3	8	4	3	3	-	-	-	-	-
7th	+3	Waking Dream	3	9	4	3	3	1	-	-	-	-
8th	+3	Ability Score Improvement	3	10	4	3	3	2	-	-	-	-
9th	+4	-	3	11	4	3	3	3	1	-	-	-
10th	+4	Somnambulist's Path Feature	4	12	4	3	3	3	2	-	-	-
11th	+4	Dreamwalker's Insight	4	13	4	3	3	3	2	1	-	-
12th	+4	Ability Score Improvement	4	13	4	3	3	3	2	1	-	-
13th	+5	-	4	14	4	3	3	3	2	1	1	-
14th	+5	Somnambulist's Path Featuret	4	15	4	3	3	3	2	1	1	-
15th	+5	Waking Reverie	4	16	4	3	3	3	2	1	1	1
16th	+5	Ability Score Improvement	4	16	4	3	3	3	2	1	1	1
17th	+6	-	4	17	4	3	3	3	2	1	1	1
18th	+6	Dream Dominion	4	18	4	3	3	3	3	1	1	1
19th	+6	Ability Score Improvement	4	18	4	3	3	3	3	2	1	1
20th	+6	Oneiric Mastery	4	19	4	3	3	3	3	2	2	1

Class Features

As a Dreamweaver, you gain the following class features.

Hit Points
Hit Dice: 1d8 per Dreamweaver level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Dreamweaver level after 1st.

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Arcana, Insight, Medicine, Perception, Persuasion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:
(a) a short sword or (b) any simple weapon
(a) component pouch or (b) an arcane focus
(a) a scholar's pack or (b) an explorer's pack
Light armor and a dream journal

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your dreams. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Spellcasting Ability: Wisdom is your spellcasting ability for your Dreamweaver spells.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

Dreamer's Insight

At the 1st level, you have control over your dreams and others. You can recall your dreams with perfect clarity. You gain advantage on Intelligence and Wisdom checks related to dream content. Additionally, once per long rest, you can draw upon a recent dream to gain insight into a current problem or mystery, granting you proficiency on a related skill check.

Additionally, you can use your action to enter a trance state for 1 minute, during which you can communicate telepathically with sleeping creatures you can see within 60 feet. Additionally, you may extract simple thoughts or emotions from the dreams of sleeping creatures, giving a glimpse into their subconscious. You can use this feature once, and you regain all expended uses after you finish a long rest.

Dream Weaving

Starting at the 1st level, as a Dreamweaver, you can manipulate the energies of the Dreamlands. You can use this feature to create one of the following effects:

As an action, you can cause a willing creature within 60 feet to fall into a deep sleep, gaining the benefits of a short rest in only 10 minutes. In combat, the target can choose to resist this effect with a Wisdom saving throw against your Spell Save DC.

If the target chooses not to resist or fails the save, it falls asleep for 1 minute or until it takes damage or another creature uses an action to wake it. This effect takes a round to set in, giving the target a chance to prepare or counter.

As a bonus action, target one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 1d6 psychic damage and have disadvantage on their next attack roll or ability check. The psychic damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

As an action, send a telepathic message to any creature within 60 feet. For the duration of the communication, you can also read the surface thoughts of the creature, learning about its immediate intentions and emotions. The target can make a Wisdom saving throw to block this reading, which it can attempt again at the end of each of its turns.

You can use this feature a number of times equal to your Wisdom modifier per long rest.

Somnambulist's Path

At 2nd level, you choose a path that shapes the nature of your dream manipulation. Each path grants unique powers at 2nd level and again at 6th, 10th, and 14th level.

Ethereal Insight

At 3rd level, you can open your mind's eye to glimpse into the immediate future and other planes. As an action, for 1 minute, you gain advantage on all Wisdom (Perception) and Intelligence (Investigation) checks, and detect the presence of invisible

creatures or objects within 20 feet that aren't behind total cover. You can use this feature twice per long rest. While Ethereal Insight is active, you also gain the following ability:

Intuitive Reaction: You can use your reaction to impose disadvantage on an attack roll made against you or an ally within 60 feet if you can see the attacker. Using this reaction does not end Ethereal Insight, but if you use this reaction twice, Ethereal Insight ends prematurely.

Messenger of the Dawn

At 3rd level, you gain the ability to shape the dreams of others. As an action, you can reach into the mind of a sleeping creature you can see within 60 feet and weave a dream of your design. This can be a message, a vision, or a nightmare.

If the target remains asleep for the duration of the dream (up to 10 minutes), you can impose one of the following effects, which lasts until the target finishes its next long rest:

Visionary Dream: Grant inspiration (as per the Bard's ability) to the target.

Nightmarish Vision: The target must make a Wisdom saving throw or gain the frightened condition upon waking with respect to a specific entity or situation you choose.

You can use this feature once per long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

Dream Shield

At 5th level, you can use your reaction when you or an ally within 10 feet takes damage to expend a spell slot and reduce the damage by an amount equal to 5 times the spell slot's level. You can choose to split this damage reduction between yourself and the ally, but no more than the total reduction can be applied (e.g., using a 2nd-level spell slot can reduce a total of 10 damage, which can be divided between the Dreamweaver and one ally as needed). You can use this feature a number of times equal to your Wisdom modifier per long rest.

Dreamer's Foresight

At 5th level, you gain the ability to weave intricate scenarios within your dreams, honing your skills and those of your allies. As a bonus action, you can touch a creature and grant it advantage on its next skill, tool check, attack roll, or saving throw. This blessing lasts for 1 minute or until used. You can use this feature once, and you regain all expended uses when you finish a short rest.

Waking Dream

At 7th level, you gain the ability to momentarily slip into the dream realm as a reaction when you are targeted by an attack. When you use this ability, the attacker must reroll the attack roll with the same modifiers, and the attack hits only if this reroll also results in a hit. You can use this feature a number of times equal to your Wisdom modifier (minimum once) per long rest.

Dreamwalker's Insight

At 11th level, your connection to the Dreamlands deepens, enhancing your Ethereal Insight. While using Ethereal Insight, you can focus on an opponent to anticipate their moves. For the next minute, you gain a bonus to your AC equal to your Wisdom modifier (minimum of +1) against the first attack made by that opponent on each of their turns.

Alternatively, during your use of Ethereal Insight, you can concentrate on a specific question about a creature, object, or location. As an action, ask the DM one question, and receive a vision that is true but may be symbolic or metaphorical. This vision provides clues, warnings, or insights, but interpretation is up to you. After using Visionary Query, you must complete a long rest before using it again.

Additionally you can now use Intuitive Reaction three times before Ethereal Insight ends prematurely.

Waking Reverie

At 15th level, your deep connection to the Dreamlands allows you to blur the lines between the ethereal and the material worlds. As an action, you can cast the etherealness spell without requiring material components, and you can bring up to three willing creatures you see within 30 feet along with you into the ethereal plane. This ability can be used once per long rest, and maintaining this effect requires concentration, as per the spell. While in the ethereal plane, you can leave behind an ethereal echo of yourself in the material world.

This echo can move and interact with the environment but cannot attack or be attacked. It persists for the duration of your etherealness or until you choose to end it. You can see and hear through this echo as if you were in its place, allowing you to monitor and interact with the material world while remaining safely ethereal. Additionally, upon returning from the ethereal plane, you and any allies who traveled with you remain partially in a dream state for 1 minute. During this time, all of you gain resistance to non-magical damage and advantage on saving throws against being charmed or frightened. This period of enhanced awareness represents your control over your own fears and desires.

Dream Dominion

At 18th level, you achieve unparalleled mastery over the realm of dreams. You can cast the dream spell as a ritual without expending a spell slot once per long rest, and when you do so, you can affect multiple creatures up to your Wisdom modifier (minimum of one). This ability allows you to weave a network of dreams, connecting the subconscious minds of several individuals. You can use this feature once per long rest. When a target of your dream spell experiences a nightmare and fails their saving throw by 5 or more, you can implant a suggestion in their subconscious. This suggestion must be a simple action that the target could reasonably perform without direct harm to themselves or others.

Upon waking, the target makes another Wisdom saving throw; on a failed save, they feel compelled to complete the action within 24 hours. If a target successfully resists your dream spell or the implanted suggestion fails, they suffer fragmented memories of the dream, resulting in disadvantage on ability checks related to concentration or decision-making for 8 hours. Additionally, when casting the dream spell on multiple creatures, you may choose to take on levels of exhaustion to affect additional creatures beyond your Wisdom modifier limit. For each level of exhaustion you accept, you can affect two additional creatures.

Oneiric Mastery

At 20th level, you achieve the pinnacle of dream mastery, ceasing to age physically and no longer requiring food, drink, or breath. You can also enter a state of eternal slumber at will. While in this state, your body is in suspended animation, impervious to aging and all non-magical harm. Your consciousness roams freely within the Dreamlands, and you can communicate with and influence the waking world through dreams. You may awaken from this state as an action. Additionally, you can project an avatar of yourself into the waking world while you are in the Dreamlands. This avatar is a semi-tangible manifestation that can interact with the environment and perform actions as you can, possessing all your abilities and skills but unable to cast spells. The avatar lasts for up to 1 hour or until dismissed at will, and can be summoned once per long rest.

Jeez you read all that? Thanks :)