DUALINK

Dreamweaver

Path of the Morphist



Records of Shattered Time

Overview

A Morphist harnesses the elusive art of transformation, mastering the ability to reshape their physical form with the fluidity of dreams. These enigmatic figures do not merely change appearance; they weave their very essence into new forms, gaining attributes and abilities that blur the line between reality and fantasy. Morphists delve deep into the mysteries of the dreamworld, using their unique powers to adapt, survive, and outmaneuver foes in ways that defy expectation.

Dream Morphing

At 2nd level, you gain the unique ability to channel the volatile essence of the Dreamlands into physical transformations. As a bonus action, you invoke the dream energy to morph a part of your body, rolling on the Dream Morphing table to determine the outcome. These changes may enhance your capabilities, offer new forms of movement, or provide other unpredictable effects. As a bonus action, roll 3d100, divide them by two, and consult the Dream Morphing table to see which body part transforms and what effect occurs. The transformation lasts for 10 minutes or until you end it as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses after you finish a long rest.

At 6th level, you will be able to maintain a transformation for up to 1 hour and at 10th level for up to 12 hours. At level 14, you can maintain a transformation until your next Long Rest.

Additionally, at 6th level you will be able to maintain two transformations active at the same time, at 10th level three, and at 14th four.

Table of Transformations:

01: Your arms transform into tentacles, increasing your reach by 5 feet.

02-03: Your arms become covered in thick fur, granting you resistance to cold damage.

04-05: Your arms turn into powerful bird wings, allowing you to glide (fall safely from any height and move up to 30 feet horizontally for every 5 feet you descend).

06-07: Your hands become magnetic, allowing you to attract and carry metallic objects up to a total weight of 50 pounds.

08-09: Your fingers elongate and become flexible, giving you advantage on Sleight of Hand checks.

10-11: Your legs temporarily transform into those of a kangaroo, doubling your jumping distance.

12-13: Your feet become webbed, increasing your swimming speed to equal your walking speed.

14-15: Your lower half turns ethereal, you ignore difficult terrain and ground-based effects.

16-17: Your legs become coiled springs, adding 10 feet to your vertical jump height.

18-19: Your feet grow sticky pads, enabling you to climb difficult surfaces without needing to make an ability check.

20-21: Your torso becomes covered in a hard chitinous shell, granting you +2 to AC.

22-23: You grow an additional pair of arms below your original ones, allowing you to wield or hold more items.

24-25: Your skin turns translucent, making you harder to see and granting advantage on Stealth checks.

26-27: You develop a set of gills, allowing you to breathe underwater.

28-29: Your body becomes extremely flexible; you can squeeze through spaces as small as 1 inch wide without squeezing.

30-31: Your eyes emit bright light, illuminating a 30-foot radius and an additional 30 feet of dim light.

32-33: Your ears become elongated and pointed, greatly enhancing your hearing and granting advantage on Perception checks that rely on sound.

34-35: Your mouth transforms into that of a lion, granting you a powerful bite attack that deals 1d10 piercing damage.

36-37: Your head grows a single large horn, which you can use to make a melee attack dealing 1d8 piercing damage.

38-39: Your tongue becomes forked and extremely sensitive to chemical changes, allowing you to taste the air and detect poisons or hidden substances within 5 feet.

40-41: Your skin becomes photosynthetic, allowing you to gain nourishment from sunlight, reducing your need for food.

42-43: Your pores exude a natural oil that makes you slippery, granting advantage on checks to escape grapples.

44-45: Your body temperature adjusts to extreme heat or cold, granting you resistance to fire or cold damage (choose when you roll this effect).

46-47: You grow a tail with a spade-like end, capable of being used as a weapon (1d6 bludgeoning damage) or to help maintain balance, granting advantage on Acrobatics checks.

48-49: Your voice can mimic any sound or voice you have heard before, perfect for deception and mimicking sounds.

50-51: Your arms become covered with reflective scales, granting you the ability to deflect beams and rays as a reaction once per transformation.

52-53: Your legs morph into powerful hind limbs of a rabbit, tripling your jumping distance and speed.

54-55: You develop a bioluminescent pattern across your torso, capable of flashing brightly to blind attackers once per transformation.

56-57: You gain a third eye on your forehead that grants 360-degree vision, preventing you from being surprised.

58-59: Your scalp grows thick, leaf-like hair that can photosynthesize, reducing your need for food and water.

60-61: Your nails can extend into sharp claws, giving you a natural climbing speed equal to your walking speed and allowing you to make slashing attacks.

62-63: Your body can emit a powerful electric shock once per transformation, similar to an electric eel's discharge.

64-65: You gain a protective aura that absorbs the first 10 points of damage from each source of damage.

66-67: You can change your skin color and texture to blend into your surroundings, granting advantage on Stealth checks when you are not moving.

68-69: You develop a pair of small wings that aren't strong enough for flight but can slow your fall, allowing you to glide safely.

70-71: Your blood becomes a potent antivenom, rendering you immune to poison and granting the ability to cure poison in others by touch once per transformation.

72-73: You can exhale a cloud of obscuring mist, creating a 20-foot radius of fog around yourself that lasts for 1 minute or until dispersed by strong wind.

74-75: Your body emits a soothing melody that calms hostile creatures within a 30-foot radius, potentially halting combat or aggression.

76-77: Your eyes can see through illusions and into the ethereal plane, granting you true sight up to a range of 30 feet.

78-79: You develop a lightweight, chitinous exoskeleton that increases your AC by 2 while maintaining flexibility.

80-81: Your arms become incredibly dense and strong, doubling your carrying capacity and giving you advantage on Strength checks for the duration.

82-83: Your legs briefly sprout additional joints doubling your movement speed.

84-85: You grow an additional set of arms beneath your original ones, granting you advantage on grappling checks and the dual wielding feat for the duration.

86-87: Your senses sharpen drastically, granting you supernatural awareness of your surroundings and an impeccable sense of direction.

88-89: Your vocal cords adapt to produce a variety of sounds and frequencies. You can freely use your voice as if you were under the effects of the Thaumaturgy or Prestidigitation spells.

90-91: Your shadow detaches from you and acts independently under your command, capable of interacting with objects and acting as a decoy.

92-93: Your fingerprints shift and change, allowing you to bypass biometric security or leave misleading evidence.

94-95: You develop an internal bioluminescence that can be controlled at will, illuminating dark areas or signaling allies without sound.

96-97: You gain the ability to rapidly regenerate from injuries, restoring hit points at the start of each of your turns for the duration of the transformation.

98-99: You can temporarily split into two smaller versions of yourself, each possessing half your current hit points and abilities, able to act independently.

100-101: You can temporarily become two-dimensional, allowing you to slip through cracks and under doors, or hide as a shadow on a wall.

102-103: Your body becomes elastic, enabling you to stretch up to 15 feet in any direction.

104-105: You can transform your hands into any tool or simple weapon at will, adapting to various needs spontaneously.

106-107: Your eyes emit a disorienting light, causing confusion in those who look directly at you (similar to the confusion spell effect).

108-109: You can generate a temporary clone made of water or mist that can perform tasks independently but cannot attack or speak.

110-111: Your voice gains the power to echo in a way that multiple conversations can be held simultaneously with different groups.

112-113: Your skin can change texture and hardness, turning as hard as steel or as soft as sponge at will. You may squeeze through any space or choose to increase your AC by 2.

114-115: You can transform your body into a flowing liquid form, enabling you to move through small openings or around objects fluidly.

116-117: Your breath becomes icy, allowing you to freeze objects and possibly small areas temporarily.

118-119: You can transform into a humanoid tree form as a bonus action, rooting yourself in but immobilizing you during the process. You regain 2d10 HP at the beginning of your turn for the Duration.

120-121: You gain the ability to shift your facial features to mimic those of any person you have seen before.

122-123: Your body can produce a powerful magnetic field, attracting or repelling metal objects within a 10-foot radius.

124-125: You can temporarily split into a swarm of small, harmless creatures (like butterflies or birds), allowing for swift and discreet travel.

126-127: Your body can absorb light, cloaking you in darkness granting you advantage on Stealth checks.

128-129: You can generate a sonic boom as a bonus action, creating a forceful noise that can knock back small objects and break materials.

130-131: Your body chemistry alters to produce a potent toxin, which you excrete through your skin. As a bonus action after hitting an enemy with an attack, you can force them to make a Constitution saving throw against your spell save DC. It becomes poisoned if it fails.

132-133: You can rotate your head 360 degrees, enhancing your field of vision and awareness. You gain proficiency in the Perception skill, and you cannot be ambushed through normal means for the duration.

134-135: Your fingernails can grow instantaneously into long, whip-like tendrils capable of precise manipulation or grappling.

136-137: You can cause flowers and small plants to grow rapidly from your skin, which can produce calming scents or small amounts of nourishment similar to the Goodberry spell.

138- 139: Your shadow can interact with other shadows, manipulating them to create illusions or hide objects within them.

140-141: You can transform your body's density at will, becoming lighter than air to float, or heavier than stone to anchor yourself firmly.

142-143: Your eyes can project different visual effects, such as psychedelic patterns or soothing visuals, affecting the perception of viewers.

144-145: You can generate electric currents from your fingertips, capable of powering devices or delivering mild shocks. You can use the Shocking Grasp spell.

146-147: Your hair can grow instantaneously, becoming prehensile and capable of lifting or carrying items.

148-149: You gain the ability to temporarily become intangible, allowing physical objects to pass harmlessly through you as a reaction, twice per Long Rest.

150: You can alter the acoustic properties of your environment, dampening or amplifying sounds at will.

Selective Morphing

At 6th level, your mastery over your dream-induced transformations grows. Instead of rolling on the Dream Morphing table, you can choose to activate a specific transformation once per long Rest.

At 14th level, you will be able to use this feature twice per long rest.

Mirrored Identity

At 6th level, your mastery over your dream-induced transformations extends to the ability to mimic the appearance and mannerisms of others. After observing a target for at least 1 minute, you can use your action to transform into a near-perfect likeness of that individual. This transformation includes visual appearance, voice, and surface mannerisms but does not confer knowledge of personal memories or deeply ingrained behaviors. The transformation lasts for up to 1 hour or until you choose to end it as a bonus action. You do not gain any of the target's abilities, skills, class features, or other non-physical traits. If you take damage, you must succeed on a Constitution saving throw (DC = 10 or half the damage taken, whichever is higher) to maintain the transformation. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses after you finish a long rest.

Morphic Mastery

At 10th level, your skill in transforming based on observations extends beyond mere physical mimicry. You now have the capability to adopt the forms of creatures you've studied, as well as replicate certain abilities used in your presence. After observing a creature for at least 1 minute, you can transform into a duplicate of that creature. This transformation is possible for creatures whose Challenge Rating (CR) is no higher than one-quarter of your Dreamweaver level (rounded up). The transformation lasts for up to 1 hour, or until you choose to revert to your original form as a bonus action.

You assume the hit points, physical form, and natural abilities of the creature, but you do not gain its memories, intelligence, spellcasting abilities, or legendary actions.

Additionally, during combat or any dynamic situation, if you witness a creature use an ability or feature (such as a breath weapon, a spell-like ability, or a unique physical attack), you can attempt to replicate that ability. You can use this feature to mimic abilities from creatures with a CR no higher than one-quarter of your level or from characters using abilities up to a spell level equivalent to one-third your Dreamweaver level (rounded down). Once used, the mimicked ability can be kept at your disposal for up to 1 hour, after which you cannot use it again until you observe it anew.

Once an ability has been memorized this way you cannot memorize another one yet you may choose to forget this one and use another one.

You can use this feature, creature transformation and ability mimicry, a number of times equal to half your Wisdom modifier (rounded up), replenished after a long rest.

At 14th level, the CR limit for transforming into creatures or copying their traits increases to one-third of your Dreamweaver level. Also at 14th level you can mimic character abilities or features of a level equivalent to, or lower, than half your Dreamweaver level.

Dreamwalker's Guise

At 14th level, your profound understanding of the forms and abilities you mimic allows you to blend in seamlessly in any setting.

You gain an unparalleled ability to adjust your behavior, speech patterns, and even emit subtle cues that make others view you as one of their own. When you transform into a creature or mimic an ability, you can choose to also adapt mannerisms, dialects, and culturally specific behaviors, making your disguise nearly indistinguishable from the real thing. Gain advantage on all Deception, Performance, and Persuasion checks when trying to pass off as a different creature or individual. Additionally, you can choose to gain insight into one personal fact about the life or background of the creature or individual you are mimicking, based on your observations and the emotional residues in their form. Your aura adjusts to mimic the typical magical or emotional signature of the form you take, helping to fool spells and effects that detect lies, alignment, or true nature, such as Detect Evil and Good or Zone of Truth.

Dreamwalker's Guise is always active while you are using Morphic Mastery. There is no need to activate this feature separately; it enhances your existing transformations and mimicries automatically.



Morphic Crystal