



THE DREAMBINDER

The dreambinder walks the line between waking and dreaming, drawing power from both the arcane realms of magic and the psychic landscapes of the mind. These mystics can manipulate reality by tapping into the primal energies of creation. Neither fully wizard nor psion, the dreambinder weaves spells and manifests powers with equal facility, shaping the world through the power of imagination and will.

Role: The dreambinder is a versatile spellcaster and power manifester, capable of filling multiple roles in a party. They can blast enemies with arcane or psionic energies, manipulate minds, alter reality, and even step between the waking world and the realm of dreams.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp)

CLASS SKILLS

The dreambinder's class skills are Autohypnosis (Wis), Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the dreambinder.

Weapon and Armor Proficiency: Dreambinders are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a dreambinder's gestures, which can cause spells with somatic components to fail. However, armor does not interfere with the manifestation of psionic powers.

Spells and Powers: A dreambinder casts arcane spells drawn from the wizard spell list and manifests psionic powers from the psion power list. They can cast any spell or manifest any power they know (recorded on their dreamscape tapestry) without preparing it ahead of time.

The Difficulty Class for a saving throw against a dreambinder's spell or power is 10 + the spell or power level + the dreambinder's Wis. modifier.

Like other spellcasters, a dreambinder can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on TABLE 2-A: DREAMBINDER. In addition, they receive bonus spells per day if they have a high Wisdom score.

A dreambinder can't cast spells or manifest powers that aren't recorded on their Dreamscape Tapestry, except for *read magic*, which all dreambinders can cast from memory. A dreambinder begins play with a Dreamscape Tapestry containing all 0th-level spells and powers plus one first level power and one first level spell of their choice. Every level thereafter, they gain the knowledge of one additional spell and one additional power of a level that they can cast or manifest to record on their tapestry.

Powers Points/Day: A dreambinder's ability to manifest powers is limited by the power points they have available. Their base daily allotment of power points is given on TABLE 2-A: DREAMBINDER. In addition, they receive bonus power points per day if they have a high Wisdom score (as a psion does for high intelligence).

Dreamscape Tapestry: Instead of a traditional spellbook or power codex, a dreambinder records their spells and powers on a special Dreamscape Tapestry. This tapestry is a unique, ever-changing work of art that serves as a physical manifestation of the dreambinder's connection to the realm of dreams.

The Dreamscape Tapestry is typically crafted from a variety of materials that hold significance to the individual dreambinder. It might incorporate threads of various colors and textures, small trinkets, crystals, or other objects that resonate with the dreambinder's psyche. The surface is covered in intricate, abstract patterns and symbolic imagery that shift and change as the dreambinder adds new spells and powers to their repertoire.

To prepare their mind for casting spells and manifesting powers, a dreambinder must spend 1 hour each day in meditation, focusing on their Dreamscape Tapestry. During this time, the patterns on the tapestry animate subtly, revealing the mystical and psionic knowledge encoded within.

TABLE 2-A: THE DREAMBINDER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Power Points / day	Spells/ Powers known	Spells per day										
								0	1	2	3	4	5	6	7	8	9	
1 st	+0	+0	+0	+2	Dreamweaving, Dream Wisp	2	1/1	1	1	-	-	-	-	-	-	-	-	
2 nd	+1	+0	+0	+3	Dream Surge	5	2/2	2	1	-	-	-	-	-	-	-	-	
3 rd	+1	+1	+1	+3	Lucid Dreaming	9	3/3	3	2	-	-	-	-	-	-	-	-	
4 th	+2	+1	+1	+4		12	4/4	3	2	1	-	-	-	-	-	-	-	
5 th	+2	+1	+1	+4	Dream Walk	16	5/5	3	2	1	-	-	-	-	-	-	-	
6 th	+3	+2	+2	+5		21	6/6	3	2	2	1	-	-	-	-	-	-	
7 th	+3	+2	+2	+5	Oneiric Mastery	26	7/7	3	2	2	1	-	-	-	-	-	-	
8 th	+4	+2	+2	+6		32	8/8	3	2	2	2	1	-	-	-	-	-	
9 th	+4	+3	+3	+6		38	9/9	3	2	2	2	1	-	-	-	-	-	
10 th	+5	+3	+3	+7		44	10/10	3	2	2	2	2	1	-	-	-	-	
11 th	+5	+3	+3	+7	Reality Shaper	53	11/11	3	2	2	2	2	1	-	-	-	-	
12 th	+6/+1	+4	+4	+8		63	12/12	3	2	2	2	2	2	1	-	-	-	
13 th	+6/+1	+4	+4	+8	Dreamborn	74	13/13	3	2	2	2	2	2	1	-	-	-	
14 th	+7/+2	+4	+4	+9		85	14/14	3	2	2	2	2	2	2	1	-	-	
15 th	+7/+2	+5	+5	+9		98	15/15	3	2	2	2	2	2	2	2	1	-	
16 th	+8/+3	+5	+5	+10		111	16/16	3	2	2	2	2	2	2	2	2	1	-
17 th	+8/+3	+5	+5	+10	Dream Lord	125	17/17	3	2	2	2	2	2	2	2	2	2	1
18 th	+9/+4	+6	+6	+11		140	18/18	3	2	2	2	2	2	2	2	2	2	1
19 th	+9/+4	+6	+6	+11		156	19/19	3	2	2	2	2	2	2	2	2	2	1
20 th	+10/+5	+6	+6	+12	Dreambinder Apotheosis	172	20/20	3	2	2	2	2	2	2	2	2	2	2

Adding a new spell or power to the Dreamscape Tapestry takes 1 hour per level of the spell or power and costs 50 gp per level in rare materials such as special threads, pigments, or small objects that hold dream energy. This process involves entering a trance-like state and weaving the new knowledge into the tapestry's existing patterns, both physically and mentally.

If a Dreamscape Tapestry is destroyed, the dreambinder can create a new one over the course of 1 week, using materials costing 100 gp per dreambinder level. This process transfers all previously known spells and powers to the new tapestry.

Dreamweaving (Su): At 1st level, a dreambinder gains the ability to weave dreams and reality. As a standard action that provokes an attack of opportunity, they can enter a trance-like state, allowing them to perceive and interact with the Dreamtime. While in this state, the dreambinder gains a +2 bonus on all Perception and Sense Motive checks.

This ability can be used for a number of minutes per day equal to the dreambinder's class level + Wisdom modifier. These minutes do not need to be consecutive, and the trance can be ended at will as a free action.

While using this ability, the dreambinder is considered to have psionic focus. However, losing or expending psionic focus ends the dreamweaving trance, sacrificing 1d4 minutes of dreamweaving in the process. The dreambinder must use another standard action to reinitiate the dreamweaving. Alternatively, the dreambinder may choose to have psionic focus without using the Dreamweaver ability.

If the dreamweaving ends in a deficit of rounds, the dreambinder suffers a -2 penalty on all Perception and Sense Motive checks for a number of rounds equal to the deficit.

Dream Wisp (Su): At 1st level, a dreambinder may form a bond with a dream wisp, a tiny, ethereal creature born from the stuff of dreams. This dream wisp acts as a companion and focus for the dreambinder's powers.

A dream wisp uses the same rules as a wizard's familiar, with the following exceptions:

- The dream wisp is a Tiny outsider with the extraplanar subtype.
- It has a fly speed of 40 feet with perfect maneuverability.
- It is invisible at will, but can choose to become visible as a free action.

Instead of the standard familiar abilities, the dream wisp grants its master the following benefits:

- If the dream wisp is within arm's reach, the dreambinder gains a +2 bonus on saving throws against illusion spells and sleep effects.
- The dreambinder can perceive through the dream wisp's senses as a standard action, allowing them to see and hear as if they were in the dream wisp's location.
- Once per day, the dreambinder can cast dream as a spell-like ability, using their dreambinder level as the caster level.
- The dream wisp can deliver touch spells for its master as a familiar can, but it can also deliver powers with a range of touch.

If a dream wisp is dismissed, lost, or dies, it can be replaced after a week-long ritual that costs 200 gp per dreambinder level. This ritual must be performed while the dreambinder sleeps, weaving the essence of a new dream wisp from their dreams.

Dream Surge (Su): At 2nd level, a dreambinder can channel the raw energy of the Dreamtime to enhance their spells or powers. When casting a spell or manifesting a power, the dreambinder can expend their psionic focus while using their Dreamweaving ability to add +2 to the DC of the spell or power and +2 to any caster level or manifester level checks made to overcome spell resistance or power resistance.

Lucid Dreaming (Ex): At 3rd level, a dreambinder gains a +2 bonus on saving throws against sleep effects and effects that cause confusion or insanity. This bonus increases to +4 at 9th level and +6 at 15th level.

Dream Walk (Sp): At 5th level, a dreambinder can use *dream travel* once per day as a spell-like ability. This functions as the *dream travel* spell, except the dreambinder can bring one additional willing creature per four dreambinder levels. The dreambinder must expend their psionic focus while using their Dreamweaving ability to activate this power.

Oneiric Mastery (Su): At 7th level, when a dreambinder uses their Dreamweaving ability, they can choose to gain one of the following benefits:

- Gain blindsense 30 feet
- Gain the ability to understand and speak all languages
- Gain a fly speed equal to their base land speed (average maneuverability)

Reality Shaper (Su): At 11th level, a dreambinder can alter reality by manipulating the fabric of the Dreamtime. Once per day, they can cast *limited wish* as a spell-like ability, but must expend their psionic focus while using their Dreamweaving ability three times (thus sacrificing at least 3 rounds and 3d4 minutes of Dreamweaving) to do so.

Dreamborn (Ex): At 13th level, a dreambinder becomes partially merged with the Dreamtime. They gain DR 5/cold iron and are always under the effects of a *mind blank* spell, although this can be dispelled (treat the dreambinder's class level as the caster level for the purposes of dispel checks).

Dream Lord (Su): At 17th level, a dreambinder can create a pocket dimension within the Dreamtime once per day. This functions as a *magnificent mansion* spell, except the dreambinder has full control over the environment and can alter it at will. The mansion lasts for 24 hours and doesn't disappear if the dreambinder leaves it. Expending their psionic focus while using their Dreamweaving ability five times (thus sacrificing at least 5 rounds and 5d4 minutes of Dreamweaving) allows the dreambinder to make the mansion permanent until dismissed.

Dreambinder Apotheosis (Ex): At 20th level, a dreambinder becomes a living conduit to the Dreamtime. They no longer age and can't be magically aged. Any penalties they may have accrued due to aging are removed, but bonuses still apply. The dreambinder can use their Reality Shaper ability up to three times per day and can choose to cast *wish* instead of *limited wish* when doing so.

DREAMWISPS

A dream wisp's appearance is as varied and changeable as dreams themselves, often reflecting aspects of its dreambinder's subconscious or the last dream they experienced. Generally, dream wisps are Tiny creatures, about the size of a hummingbird or a moth, with an ethereal, translucent quality to their form. Their exact appearance can vary widely, but some common features include:

- Glowing orbs of soft, shifting light
- Miniature, abstract shapes that constantly reform and change
- Tiny, floating creatures that blend features of various animals or fantastical beings
- Swirling mists or clouds in various pastel or iridescent colors
- Butterfly-like entities with wings made of shimmering dream fragments
- Floating symbols or glyphs that represent concepts important to the dreambinder

A dream wisp's form isn't fixed and may shift subtly or dramatically over time, especially after its dreambinder experiences a particularly vivid dream or undergoes a significant life event. Some dreambinders report that their wisps take on appearances related to their current goals, fears, or the challenges they face.

When visible, dream wisps often leave a faint trail of sparkling dust or misty tendrils in their wake, which quickly fade. Their movement can be described as floating, drifting, or dancing through the air with an otherworldly grace.

The dream wisp's appearance can be customized by the player in consultation with their GM, allowing for a deeply personal connection between the dreambinder and their ethereal companion.



DREAMBINDER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are several dreambinder archetypes and alternate class features to help you in building your character.

Dreamscape Architect

Dreamscape Architects specialize in manipulating the fabric of dreams to create and shape entire realms within the Dreamtime. They excel at crafting elaborate illusions and pocket dimensions, often using their abilities to create safe havens or complex traps for their allies and enemies alike.

CLASS SKILLS

A Dreamscape Architect adds Craft (architecture) and Knowledge (engineering) to their list of class skills. This replaces Fly and Survival as class skills.

CLASS FEATURES

The following are class features of the Dreamscape Architect.

Dreamscape Manipulation (Su): At 1st level, a Dreamscape Architect gains the ability to manipulate the environment within their Dreamweaving trance. While using Dreamweaving, they can create minor illusions within a 10-foot radius centered on themselves. These illusions function as the silent image spell, using the Dreamscape Architect's dreambinder level as the caster level. The DC for

disbelief is equal to $10 + 1/2$ the Dreamscape Architect's dreambinder level + their Wisdom modifier.

This ability replaces Dream Wisp.

Reality Anchor (Su): At 5th level, a Dreamscape Architect can create a temporary anchor point in reality that allows them to manifest their dream constructs in the waking world. Once per day, they can create an extradimensional space similar to a *rope trick* spell, except that the space can hold one Medium creature per dreambinder level and lasts for 1 hour per level. The Dreamscape Architect can customize the appearance and features of this space as if using their Dreamweaving ability.

This ability replaces Dream Walk.

Master Constructor (Su): At 11th level, a Dreamscape Architect's ability to shape reality expands. Instead of casting *limited wish* with Reality Shaper, they can cast *mirage arcana* once per day as a spell-like ability, affecting an area up to one 10-foot cube per dreambinder level. The illusion created persists for 1 day per level without concentration.

This ability alters Reality Shaper.

Nightmare Weaver

Nightmare Weavers delve into the darker aspects of the Dreamtime, harnessing fear and negative emotions to create powerful effects. They specialize in manipulating the subconscious fears of their targets, often serving as skilled interrogators or agents of psychological warfare.

CLASS SKILLS

A Nightmare Weaver adds Intimidate and Stealth to their list of class skills. This replaces Heal and Profession as class skills.

CLASS FEATURES

The following are class features of the Nightmare Weaver.

Fearsome Presence (Su): At 2nd level, a Nightmare Weaver can channel the essence of nightmares to instill fear in their enemies. When using their Dreamweaving ability, they can attempt to frighten a single target within 30 feet as a standard action. The target must succeed on a Will save ($DC 10 + 1/2$ the Nightmare Weaver's dreambinder level + their Wisdom modifier) or become shaken for 1 round per dreambinder level. This is a mind-affecting fear effect.

This ability replaces Dream Surge.

Nightmare Fuel (Su): At 7th level, when a Nightmare Weaver uses their Dreamweaving ability, they can choose to emanate an aura of fear in a 10-foot radius. Enemies within this aura take a -2 penalty on saving throws against fear effects and mind-affecting spells and powers.

This ability replaces Oneiric Mastery.

Dream Devourer (Su): At 13th level, a Nightmare Weaver can feed on the fears and nightmares of others. When they successfully frighten a creature (through any means), they gain temporary hit points equal to their dreambinder level. These temporary hit points last for 1 hour and do not stack with themselves, but do stack with temporary hit points from other sources.

This ability replaces Dreamborn.

Prophetic Dreamer

Prophetic Dreamers focus on harnessing the predictive power of dreams, gaining insights into possible futures and using this knowledge to guide their actions. They excel at divination and can provide valuable strategic advice to their allies.

CLASS SKILLS

A Prophetic Dreamer adds Knowledge (history) and Linguistics to their list of class skills. This replaces Autohypnosis and Fly as class skills.

CLASS FEATURES

The following are class features of the Prophetic Dreamer.

Glimpse of Fate (Su): At 1st level, a Prophetic Dreamer can use their Dreamweaving ability to catch glimpses of possible futures. Once per day, while using Dreamweaving, they can roll twice and take the better result on any single d20 roll. At 5th level and every five levels thereafter, they gain an additional use of this ability per day.

This ability alters Dreamweaving.

Prophetic Insight (Su): At 3rd level, a Prophetic Dreamer gains a +2 insight bonus on Initiative checks and saving throws. This bonus increases to +4 at 11th level.

This ability replaces Lucid Dreaming.

Shared Vision (Su): At 7th level, a Prophetic Dreamer can share their prophetic visions with allies.

As a standard action while using Dreamweaving, they can grant a single ally within 30 feet the ability to use the Prophetic Dreamer's Glimpse of Fate ability. The ally must use this ability before the end of their next turn, or it is lost.

This ability replaces Oneiric Mastery.

Reverie Channeler

Reverie Channelers specialize in drawing power directly from the Dreamtime, blurring the lines between spells and psionic powers. They excel at adapting their abilities on the fly and can access a wider range of magical effects than typical dreambinders.

CLASS SKILLS

A Reverie Channeler adds Use Magic Device to their list of class skills. This replaces Survival as a class skill.

CLASS FEATURES

The following are class features of the Reverie Channeler.

Dream Fusion (Su): At 1st level, a Reverie Channeler gains the ability to blend spells and powers in unique ways. When using Dreamweaving, they can expend a spell slot to manifest a psionic power they know of the same level or lower, or vice versa. This does not change the display or other characteristics of the spell or power; it merely allows for greater flexibility in energy expenditure.

This ability alters Dreamweaving.

Adaptive Casting (Ex): At 2nd level, a Reverie Channeler gains a +2 bonus on caster level checks and manifester level checks made to overcome spell resistance or power resistance. This bonus increases to +4 at 10th level and +6 at 18th level.

This ability replaces Dream Surge.

Dreamtime Conduit (Su): At 5th level, a Reverie Channeler can tap into the raw energy of the Dreamtime to enhance their magical abilities. Once per day, while using Dreamweaving, they can cast a spell or manifest a power as if it were affected by the Empower Spell metamagic feat or Empower Power metapsionic feat, without increasing the level of the spell or power or expending additional power points.

This ability replaces Dream Walk.

NEW DREAMBINDER FEATS

The following feats are available to a dreambinder character who meets the prerequisites.

DREAM RESERVOIR

Prerequisites: Dreambinder 4th level

Benefit: You gain 2 additional power points per dreambinder level. Additionally, once per day when using Dream Surge, you can choose to expend an additional minute of Dreamweaving to add your Wisdom modifier to the DC increase instead of the standard +2.

DREAMSTRIDE

Prerequisites: Dreambinder 10th level, Dream Walk class feature

Benefit: You can now use your Dream Walk ability twice per day. Additionally, when using Dream Walk, you can expend an additional use of your psionic focus to allow unwilling creatures to be affected by the ability (Will save DC 10 + 1/2 your dreambinder level + your Wisdom modifier negates).

EXPANDED DREAMSCAPE

Prerequisites: Dreambinder 5th

Benefit: The duration of your Dreamweaving ability is extended by 10 minutes per day. Additionally, the range of any abilities you use while Dreamweaving increases by 10 feet.

LUCID CASTING

Prerequisites: Dreambinder 7th

Benefit: Once per day, when casting a spell or manifesting a power while using Dreamweaving, you can apply the effects of one metamagic feat you know to that spell or one metapsionic feat you know to that power without increasing its level or power point cost.

ONEIRIC METAMAGIC

Prerequisites: Dreambinder 12th level, ability to cast 5th-level spells

Benefit: You can apply any metamagic feat you know to your spells by expending power points instead of increasing the spell level. Each level increase that would be required by the metamagic feat instead costs 5 power points. Additionally, when you apply a metamagic feat using this ability, your dream wisp glows with ethereal energy, granting you a +2 bonus on caster level checks to overcome spell resistance for that spell.

Special: You can only apply this ability to one spell per round, even if you can cast multiple spells in that round through other abilities.

PERSISTENT DREAMSCAPE

Prerequisites: Dreambinder 10th

Benefit: Once per day, when your Dreamweaving ability ends, you can choose to maintain one effect created during your Dreamweaving for an additional number of rounds equal to your Wisdom modifier.

REALITY ANCHOR

Prerequisites: Dreambinder 8th level, Lucid Dreaming class feature

Benefit: When using your Dreamweaving ability, you can choose to "anchor" reality around you. This creates a 10-foot radius sphere centered on

you where illusion effects have a 50% chance of failing, as you temporarily stabilize the boundary between dreams and reality. Using this ability consumes 1 minute of Dreamweaving per round it remains active.

WAKING DREAMS

Prerequisites: Dreambinder 6th level, Dream Wisp class feature

Benefit: Your dream wisp can now remain in the material plane even while you sleep. Additionally, you can perceive through your dream wisp's senses while sleeping, allowing you to maintain awareness of your surroundings. You gain a +4 bonus on Perception checks made through your dream wisp while sleeping.

