

MESMER CLASS

D&D HOME BREW

Where thoughts shape reality
illusions become truths.

VERSION

1.0 Draft (Not Playtested)

CREDITS

- The Homebrewery, created by Scott Tolksdorf.
- Author of this compendium: DragonsandStories
- Midjourney AI that have created the art.

COMMENTS

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MESMER

In the vast spectrum of magic, where elements dance and arcane symbols spark with power, there exists a domain where the mind reigns supreme, shadowed in illusion and pulsing with psychic energy. This realm, neither entirely of thought nor entirely of the physical world, beckons to those with a rare and enigmatic gift: the Mesmers.

Mesmers are not the product of meticulous study, nor do they gain their abilities from pacts or deities. Their power is innate, woven into the very fabric of their being. Often, the birth of a Mesmer is linked to wild magic — unpredictable and untamed forces that shape the world in mysterious ways. Perhaps a parent was a sorcerer, deeply entwined with the chaotic energies of wild magic. In other instances, a

Mesmer might be conceived near a rift where the raw essence of wild magic seeped into the world, imbuing the unborn with a connection to the intricate dance of illusion and psychic prowess. While the source of their abilities may vary, all Mesmers share the profound gift of manipulating perceptions and thoughts. They can craft intricate illusions, delve into the depths of the mind, and wield their psychic powers with finesse and intent. Their world is one of layered realities, where the line between what is real and what is perceived is ever-blurring. It is a dance of deception and insight, where the mind's boundaries can be both a weapon and a shield.

THE MIND'S MAESTRO

The Mesmer's powers, while reminiscent of the arcane talents found in other magic-wielders, originate from a source uniquely their own. They are neither granted their skills through divine beings nor do they tap into the ambient magic of the world. Their connection is more intimate, more intrinsic — a direct bond with the ever-shifting realm of perception.

While many believe that reality is fixed and immutable, Mesmers understand that it is a construct of collective consciousness. They don't merely cast spells in the traditional sense; they manipulate this shared perception, bending it to their will. When a Mesmer creates an illusion, it's not a mere trick of the light or a simple spell; they momentarily rewrite the collective understanding of reality.

How, then, does a Mesmer come to possess such profound abilities? The answer lies in the chaotic essence of wild magic. As previously mentioned, the birth of a Mesmer is often linked to this unpredictable force. However, rather than simply being influenced by it, a Mesmer's soul is interwoven with the very strands of wild magic. It's as if, during their formative moments, the threads of existence tangled with the raw, unbridled energy of the cosmos, marking them forever.

This intertwining is no mere accident. It is a symphony of chance and destiny, a rare confluence where the boundless energies of wild magic find a harmonious vessel. As they grow, Mesmers come to realize that their powers are not just external manifestations but reflections of their innermost self. Every illusion they craft, every mind they touch, is an echo of the cosmic dance that birthed their abilities.

Yet, as with all great power, it is not without its challenges. The Mesmer's continuous exposure to the fluctuating energies of wild magic makes their journey one of self-discovery and balance. They must learn to navigate the tumultuous seas of perception, lest they become lost in its depths.

ECHOES OF PERCEPTION

Every Mesmer delves deep into the realm of shared perception, molding it with practiced grace. But not all choose the same path within this expansive domain. Distinct influences and personal revelations lead Mesmers down unique avenues, resulting in the emergence of subclasses, each with its own special place in the world.

Illusionary Virtuoso. In the theater of war and diplomacy, the Illusionary Virtuoso are the masterful choreographers. Their illusions, elegant and engaging, twist the perception of friend and foe.

A battle's tide might turn, not by the strength of arm or spell, but by the entrancing play of a Virtuoso's illusion, leading foes into a dance of doubt and hesitation.

Psychic Sentinels. Where the mind is the battlefield, the Psychic Sentinels are its steadfast guardians. Their illusions, far from mere distractions, channel potent psychic defenses that shimmer as beacons in mental tempests. In a world teeming with psychic threats, these Mesmers transform every mental onslaught into an opportunity, molding their illusions not just to deceive, but to defend.

Dreamweavers. Treading the elusive boundary between wakefulness and dream, the Dreamweaver crafts illusions imbued with the mystique of the dream realm. Every creation carries the weight of dreams and nightmares, making it hard to discern if one is facing a mere illusion or a dream given form. In their hands, the dream realm's ethereal energy molds reality, weaving a tapestry that few can unravel.



CREATING A MESMER

When you step into the role of a Mesmer, you embrace the power of perception, the subtle nuances of the mind, and the boundless realm of illusions and dreams. As a beacon of wild magic, the origin and motivation behind your Mesmer's abilities are crucial to shaping their journey within the fantastical realms of tabletop games.

What catalyzed the birth of your Mesmer's powers? Was it the direct influence of a parent practicing wild magic or the mysterious energies emanating from a nearby rift that touched their mother's womb? Or perhaps they were caught in a swirl of arcane energy as a child, forever altering their perception of reality?

Delve into your Mesmer's initial realization of their abilities. Was this awakening gentle, a slow realization of their altered perceptions and newfound gifts? Or was it abrupt and overwhelming, a tidal wave of sensations and visions they had to learn to navigate and control?

The environment in which your Mesmer grew up plays a vital role in their development. Were they nurtured in a secluded village that revered their talents, seeing them as oracles or dream-seers? Or did they grow up in a bustling city, using their gifts of illusion for street performances or hiding their abilities to avoid suspicion and prejudice?

Your Mesmer's chosen subclass reflects their primary focus and how they've honed their intrinsic abilities. Do they gravitate towards the Dreamweaver's realm, feeling more at home in the world of dreams than reality? Or do they resonate more with the role of a Psychic Sentinel, feeling an inherent duty to protect and shield minds from external influences?

Lastly, ponder on your Mesmer's aspirations and ultimate goals. Are they driven by a desire to understand the source of their power and the nature of wild magic? Do they seek to influence and shape the perceptions of those around them, whether for personal gain, entertainment, or a higher altruistic purpose? Or perhaps they aim to mend and bridge the shattered fragments of thought and dream in the world, bringing clarity and peace to disturbed minds.

Grasping the intricacies of their birthright and personal motivations will provide depth to your Mesmer's character, paving the way for countless adventures, challenges, and personal discoveries in the myriad realms of fantasy.



THE MESMER

Level	Proficiency Bonus	Features	Cantrips Known	— Spell Slots Per Spell Level —										
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+2	Spellcasting, Illusionary Summon	2	2	—	—	—	—	—	—	—	—	—	—
2nd	+2	Clone Detonation	2	3	—	—	—	—	—	—	—	—	—	—
3rd	+2	Mesmer Archetype	2	4	2	—	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Mesmer Insight	3	4	3	—	—	—	—	—	—	—	—	—
5th	+3		3	4	3	2	—	—	—	—	—	—	—	—
6th	+3	Illusionary Mirage	3	4	3	3	—	—	—	—	—	—	—	—
7th	+3	Archetype Feature	3	4	3	3	1	—	—	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—	—	—
9th	+4		3	4	3	3	2	1	—	—	—	—	—	—
10th	+4	Master of Illusions	4	4	3	3	2	1	—	—	—	—	—	—
11th	+4	Archetype Feature	4	4	3	3	2	1	1	—	—	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	2	1	1	—	—	—	—	—
13th	+5		4	4	3	3	2	1	1	1	—	—	—	—
14th	+5	Improved Clone Detonation	4	4	3	3	2	1	1	1	—	—	—	—
15th	+5	Archetype Feature	4	4	3	3	2	1	1	1	1	—	—	—
16th	+5	Ability Score Improvement, Mesmeric Dominance	4	4	3	3	2	1	1	1	1	—	—	—
17th	+6		4	4	3	3	2	1	1	1	1	1	—	—
18th	+6	Phantasmal Echo	4	4	3	3	3	1	1	1	1	1	—	—
19th	+6	Ability Score Improvement	4	4	3	3	3	2	2	1	1	1	—	—
20th	+6	Master Mesmer	4	4	3	3	3	2	2	2	1	1	1	—

QUICK BUILD

You can swiftly fashion a Mesmer by adhering to these guidelines. First and foremost, allocate Charisma as your highest ability score, given that it underpins the potency of your psychic and illusionary powers as well as many of your class features. Your secondary high score should be either Intelligence or Wisdom, based on whether you lean towards the structured study of illusions and psychic patterns or the more intuitive and instinctual understanding of them.

For your background, consider the Sage, as it confers useful skill proficiencies and embodies the introspective and knowledge-seeking tendencies of a Mesmer. In terms of starting equipment, an orb filled with swirling mists or a staff embedded with shimmering crystals, combined with a scholar's pack, would be apt choices for an emerging Mesmer.

When you're selecting your initial cantrips and spells, think about the Mesmer's personal inclinations and the type of illusions or mental manipulations they might favor. A Mesmer bent on deception might veer towards spells that conjure vivid and deceptive illusions, while those inclined towards mental dominion may opt for spells that influence or control thoughts and emotions.

Lastly, when pinpointing your Mesmer subclass at 1st level, keep in mind the overarching theme and ethos of your character. If your Mesmer is deeply fascinated by the domain of dreams and their

influence on the psyche, the Dreamweavers may be your path. Conversely, if your character is geared towards mental defenses and safeguarding minds from intrusive forces, the Psychic Sentinels could be more fitting. And for those Mesmers who revel in the artistry of illusion, crafting deceptions that sway perceptions and reality alike, the Illusionary Virtuoso would be the natural choice.



CLASS FEATURES

As a Planeswalker, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Mesmer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Mesmer level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Charisma, Intelligence

Skills: Choose two from Arcana, Deception, Insight, Persuasion, Perception, and Performance

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a light crossbow and 20 bolts
- (a) a scholar's pack or (b) a performer's pack
- A set of fine clothes, an orb or crystal focus for spellcasting, a pouch containing 15 gp, and a small mirror for practicing illusions

If you forgo this equipment, as well as the items offered by your background, you start with 4d4 x 10 gp to buy your equipment. If you forgo this equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

MULTICLASSING MESMER

If your group uses the optional rule on multiclassing in the Rulebook, here's what you need to know if you choose to multiclass into the Mesmer class. To qualify for a new class, you must meet the ability score prerequisite for your current class and the new one. For the Mesmer, the minimum Charisma score to multiclass in or out of this class is 13. You gain the Mesmer's proficiencies in daggers, darts, slings, quarterstaves, light crossbows, and two skills of your choice from the class's skill list when you multiclass into the Mesmer class.

SPELLCASTING

Born amidst the unpredictable whims of wild magic or touched by the enigmatic essence of psychic energy, you harness the intricate art of illusion and

psychic power, channeling it through the reflection of a mirror. This mirror, bound to your very essence, becomes the focal point for your mesmerizing spells.

CANTRIPS

At 1st level, you know four cantrips of your choice from the mesmer spell list. You learn additional mesmer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mesmer table.

SPELL SLOTS

The Mesmer table shows how many spell slots you have to cast your mesmer spells of 1st level and higher. To cast one of these mesmer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell phantom touch and have a 1st-level and a 2nd-level spell slot available, you can cast phantom touch using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the mesmer spell list.

The Spells Known column of the Mesmer table shows when you learn more mesmer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the mesmer spells you know and replace it with another spell from the mesmer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your mesmer spells, drawing power from your innate knack for deception, illusion, and psychic influence. Your spells resonate from the depths of your psyche and willpower. You use your Charisma whenever a spell refers to your spellcasting ability. Moreover, you use your Charisma modifier when setting the saving throw DC for a mesmer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a mirror as a spellcasting focus for your mesmer spells. This mirror, often ornate and uniquely crafted, not only aids in casting but serves as a testament to a mesmer's personal style and power.

ILLUSIONARY SUMMON

At 1st level, your mastery over illusion magic allows you to weave strands of psychic energy into semi-tangible forms, bringing forth an illusion that can interact with the world to a limited extent.

SUMMONING THE ILLUSION

As an action, expend one spell slot to summon an illusionary entity in an unoccupied space you can see within 30 feet of you. The illusion lasts for 8 hours, until your concentration is broken (as if concentrating on a spell), or until it leaves your line of sight. If reduced to 0 hit points or if you can no longer see it, the illusion vanishes.

The illusionary entity is semi-tangible. While it appears completely real, it cannot speak, make sounds, or interact with objects in a meaningful way (for example, it can't open doors, carry objects, etc.). It's designed for combat and distraction.

ILLUSIONARY ENTITY'S STATISTICS

Hit Points: Equal to twice your mesmer level + your Charisma modifier.

Armor Class: 12 + your proficiency bonus.

Speed: 30 feet.

Attacks: The illusion has one melee spell attack, which is a manifestation of the psychic energy shaping it. It uses your spell attack modifier for its attack rolls. On a hit, it deals psychic damage equal to 1d6 + your Charisma modifier.

The illusion always acts immediately after your turn in the initiative order. On its turn, it can move and use its melee attack.

COMMANDING THE ILLUSION

You can command the illusion to move and dictate its actions on your turn (no action required by you). If you don't issue any commands, the illusion will protect itself but otherwise take no actions.

FEATURES INTERACTION

The illusionary entity isn't a creature, and thus, effects and spells that target only creatures have no effect on it. If a creature touches the illusion or hits it with a melee attack while within 5 feet of it, or if it takes any damage, it must succeed on an Intelligence saving throw against your mesmer spell save DC or believe the illusion to be real.

However, a creature that critically hits the illusion or successfully saves against its nature recognizes it as an illusion until the end of its next turn.

MULTIPLE ILLUSIONS

When you delve deeper into the art of illusion and hone your mesmer capabilities, you can weave more intricate and elaborate illusions simultaneously. When you use your Illusionary Summon feature and choose to expend a spell slot higher than 1st, you can create an additional illusion for each level above the 1st. For instance, using a 3rd-level spell slot allows you to summon up to three illusions. These illusions mimic your primary illusion in appearance and functions.

Each illusion acts on its own accord but requires individual commands from you. They all share the same initiative and will act one after another in the order you summon them. If you decide to summon new illusions and you're already at your current maximum, you must choose which existing illusions to dissipate.

CLONE DETONATION

At 2nd level, you grow more skilled in your manipulation of illusions, you gain the ability to turn them into explosive decoys that can damage foes.

As an action, you can command one of your illusionary entities within 60 feet of you to detonate. When it does, the illusion disappears, and each creature within a 10-foot radius of the illusion must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 2d8 psychic damage, or half as much damage on a successful one. The explosion of the illusion creates a loud noise, audible up to 100 feet away.

The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 17th level.

MESMER ARCHETYPE

Starting at 3rd level, your expertise in manipulating illusions allows you to specialize in a particular methodology. You can choose between:

Illusionary Virtuosos. Masters of deceptive combat, Virtuosos hone their illusionary entities to be unpredictable on the battlefield.

Psychic Sentinels. These Mesmers fuse their illusions with psychic energy, transforming them into vigilant guards or devastating psychic bombs.

Dreamweavers. Delving deeper into the subconscious realm, Dreamweavers have the power to weave dreams and nightmares into reality.

Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. Each archetype

offers unique abilities that can further enhance your illusionary mastery.

MESMER INSIGHT

Starting at 4th level, your mastery over illusions and their interactions with the minds of others have granted you a deep insight into their thoughts and intentions.

You can focus on a creature you can see within 60 feet of you and decipher certain fragments of its immediate intentions and thoughts. As an action, choose a creature you can see. That creature must make a Wisdom saving throw against your spell save DC. On a failed save, you gain insight into its next action, granting you advantage on attack rolls, saving throws, or ability checks (whichever is relevant) against that specific action for the duration of your next turn.

Additionally, when you or an illusionary entity created by you is attacked by a creature you have gained insight into during the last minute, you can use your reaction to impose disadvantage on that attack roll.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ILLUSIONARY MIRAGE

At 6th level, your skill in creating illusions has grown to such an extent that you can craft complex mirages, deceiving the senses of your foes.

As an action, you can create a grand mirage in a 20-foot-radius sphere centered on a point you can see within 60 feet. This mirage lasts for 1 minute.

Within this sphere, you can manipulate the terrain's appearance, sound, and temperature. For instance, you can make a desert appear as a lush forest, or a silent room echo with battle.

Creatures entering or starting their turn in the mirage must make an Intelligence saving throw against your spell save DC. On a failed save, the creature believes the mirage to be reality and behaves accordingly. For example, a creature might try to hide behind a tree that doesn't exist or be deterred by illusory fire.

Additionally, as a bonus action on your turn, you can make the mirage shift and change, causing creatures within it to become disoriented. Until the start of your next turn, the area is considered difficult terrain for hostile creatures, and they have disadvantage on Perception checks to see or hear anything outside of the mirage.

Once you use this feature, you can't use it again until you finish a long rest.



IMPROVED CLONE DETONATION

At 14th level, the explosive power of your illusionary summons has increased significantly due to your enhanced control and finesse over your illusions.

When you use your Clone Detonation feature, the radius of the explosion increases to 20 feet.

Furthermore, any creature that fails its saving throw against the detonation has its speed reduced by half and suffers disadvantage on its next attack roll until the end of its next turn, as residual illusionary chains and distortions cling to its form and cloud its senses.

MASTER OF ILLUSIONS

At 10th level, you have achieved unparalleled expertise in crafting and maintaining illusions, making them exceptionally resilient. When one of your illusionary entities is reduced to 0 hit points, you can choose to have it not vanish. Instead, it remains with 1 hit point.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MESMERIC DOMINANCE

At 16th level, the sheer force of your will and mastery over illusions become an oppressive presence on the battlefield.

When you summon an illusionary entity, enemies within 30 feet of the summoned illusion must make a Wisdom saving throw against your spell save DC. On a failed save, they are stunned until the end of their next turn as their senses are overwhelmed by the sheer reality of your illusions. Those who succeed are immune to this effect for the next 24 hours.

PHANTASMAL ECHO

At 18th level, your illusions become so vivid that they can partially absorb harm meant for the living.

When you or an ally within 30 feet take damage, you can use your reaction to direct some of the damage towards a nearby illusionary entity you control. Half the damage is taken by the original target, and the other half is directed to the illusion. The illusion has resistance to this damage, reducing it by half again. This can cause the illusion to shimmer and distort.

You can use this feature a number of times equal to your Charisma modifier (minimum once). You regain expended uses after you finish a long rest.

MASTER MESMER

At 20th level, your mastery over illusions allows them to influence the material world.

Any illusionary entity you summon has its duration extended indefinitely. It remains until it is destroyed, you dismiss it as a bonus action, or you summon another illusionary entity in its place.

Your illusionary entities gain a semi-physical form. They have half of your attribute statistics and can interact with the physical world as if they were solid, real entities. This means they can open doors, carry objects, grapple enemies, and perform other tangible actions. However, they still cannot speak or produce sound.





ILLUSIONARY VIRTUOSOS

Illusionary Virtuosos excel in simulating combat prowess, making their illusions appear not only realistic but also deadly in their martial adeptness. Each illusion is a testament to their mastery, capable of intricate attack patterns that challenge and confound foes. These Mesmers don't just create illusions; they craft formidable phantasmal warriors. With every feint, parry, and strike, they blur the line between the imagined and the real, turning every battle into a complex dance of deception.

DUAL ILLUSIONARY ASSAULT

3rd-level Illusionary Virtuosos feature

Your illusionary entities are adept at dual combat tactics. When an illusionary entity takes the Attack action, it can also make an additional offhand melee spell attack. This attack uses your spell attack modifier for its attack rolls. On a hit, it deals psychic damage equal to 1d4.

DECEPTIVE FLOURISH

7th-level Illusionary Virtuosos feature

The attacks of your illusionary entities are so convincingly real that they occasionally hit even when they shouldn't. Once per turn, when an illusionary

entity you control misses an attack against a creature, you can choose to reroll the attack roll. You must use the new roll.

MIRAGE STRIDE

11th-level Illusionary Virtuosos feature

Your illusionary entities can phase in and out of the material plane momentarily, allowing them to move through other creatures and objects as if they were difficult terrain. They don't provoke opportunity attacks when they do so. If an illusionary entity ends its turn inside an object, it takes 1d10 force damage.

ECHOING STRIKES

15th-level Illusionary Virtuosos feature

Each time one of your illusionary entities successfully hits a creature with an attack, it leaves behind a short-lived echo on the target. While an echo exists on a creature, the next attack made against that creature by any other than your illusionary entities has advantage and deals an extra 1d4 psychic damage. Each additional echo from subsequent hits increases the psychic damage by 1d4. This effect lasts until the start of your next turn.



PSYCHIC SENTINEL

Fusing their mental might with the protective nature of their illusions, they form bulwarks against psychic adversaries. Rather than mere mirages, their illusionary entities serve as conduits of their potent psychic defenses, becoming beacons of safety in a mental storm. These Mesmers have elevated the art of mental warfare, turning attacks meant to harm into opportunities to retaliate. While many Mesmers create illusions to deceive, the Psychic Sentinel shape theirs to guard and shield.

MIND'S REBUKE

3rd-level Psychic Sentinels feature

When a creature misses an attack against one of your illusionary entities, you can use your reaction to channel psychic retaliation, dealing psychic damage to the attacking creature. The damage is equal to your Charisma modifier (minimum of 1).

At 7th level, the damage becomes twice your Charisma modifier. At 11th level, it increases to three times your Charisma modifier, and at 15th level, it becomes four times your Charisma modifier.

MIRAGE BARRIER

7th-level Psychic Sentinels feature

Your illusionary entities can now create a protective barrier. As a bonus action, you can command one of your illusionary entities to project a mirage barrier in a 10-foot radius around itself. This barrier lasts until the start of your next turn. While inside this barrier, allies gain resistance to psychic damage and are obscured from the view of enemies outside the barrier, imposing disadvantage on any attack rolls against them.

Once you use this feature, you can't use it again until you finish a long rest.

ILLUSORY SWAP

11th-level Psychic Sentinels feature

When a creature targets you with an attack, you can use your reaction to swap places with one of your illusionary entities within 30 feet. The illusionary entity becomes the new target of the attack.

MINDSHIELD AURA

15th-level Psychic Sentinels feature

Your mastery over psychic energies allows you to create a protective aura around your illusionary entities. All friendly creatures within 5 feet of any of your illusionary entities gain advantage on saving throws against spells.



DREAMWEAVER

While most Mesmers manipulate the waking world, the Dreamweaver forges a deep bond with the realm of dreams, weaving their illusionary entities with the ethereal energy of this dimension. Dreamweavers harness the power of dreams and nightmares, imbuing their illusions with this potent force, causing them to manifest in ways that blur the line between reality and reverie.

ONEIRIC ENTITY

3rd-level Dreamweaver feature

Your connection with the dream realm strengthens your illusionary entities with a dreamlike aura. These entities have advantage on saving throws against being dispelled or banished. Furthermore, when an illusionary entity is destroyed or disappears, one creature of your choice within 5 feet of it must succeed on an Intelligence saving throw against your spell save DC or be dazed by dreamlike visions, becoming stunned until the end of its next turn.

NIGHTMARE TOUCH

7th-level Dreamweaver feature

Your illusionary entities now carry the essence of nightmares. When one of your illusionary entities hits a creature with its attack, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened until the end of its next turn. This effect can't occur more than once per turn.

DREAMSHROUD DEFLECTION

11th-level Dreamweaver feature

Channeling the unpredictable nature of dreams, you can momentarily warp the fabric of reality around your illusionary entities. When a creature casts a spell targeting an illusionary entity you control, you can use your reaction and expend a spell slot of 1st level or higher to attempt to unravel the spell before it takes effect. Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell fails and has no effect on the illusionary entity.

REVERIE RESONANCE

15th-level Dreamweaver feature

Your bond with the realm of dreams strengthens, causing your illusionary entities to resonate with the hidden desires and fears of creatures around them. As an action, you can command one of your illusionary entities to emit a resonating aura in a 20-foot radius. Creatures within this radius must make an Intelligence saving throw against your spell save DC. On a failed save, they are either charmed (if resonating with desires) or frightened (if resonating with fears) for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. Once you use this feature, you can't use it again until you finish a long rest.

MESMER'S SPELL LIST

CANTRIPS (0 LEVEL)

- Friends
- Illusionary Embolden
- Illusionary Harden
- Illusionary Surge
- Mage Hand
- Minor Illusion
- Prestidigitation

1ST LEVEL

- Charm Person
- Color Spray
- Disguise Self
- Illusionary Shield
- Silent Image
- Sleep

2ND LEVEL

- Blur
- Illusionary Burst
- Invisibility
- Mirror Image
- Phantasmal Force
- Suggestion

3RD LEVEL

- Blink
- Hypnotic Pattern
- Illusionary Chains
- Major Image
- Nondetection
- Phantasmal Killer

4TH LEVEL

- Confusion
- Greater Invisibility
- Illusionary Beacon
- Phantasmal Killer

5TH LEVEL

- Dream
- Dominate Person
- Illusionary Void
- Mislead
- Seeming

6TH LEVEL

- Illusionary Labyrinth
- Mass Suggestion
- Mirage Arcane

- Programmed Illusion

7TH LEVEL

- Illusionary Legion
- Prismatic Spray
- Project Image
- Simulacrum

8TH LEVEL

- Feeblemind
- Illusionary Cataclysm
- Maddening Darkness

9TH LEVEL

- Grand Finale
- Time Stop
- True Polymorph
- Weird



NEW SPELLS

ILLUSIONARY EMBOLDEN

Cantrip (illusion)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an illusory summon)

Duration: Until the start of your next turn

Upon casting, the illusory forms you've summoned grow in size, becoming more intimidating. Any enemy creature that starts its turn within 5 feet of one of your illusory entities must succeed on a Wisdom saving throw against your spell save DC or be frightened until the start of your next turn.

At Higher Levels. The range within which creatures might become frightened increases to 15 feet at 5th level, 20 feet at 11th level, and 25 feet at 17th level.

ILLUSIONARY HARDEN

Cantrip (illusion)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an illusory summon)

Duration: Until the start of your next turn

This cantrip strengthens the illusory entities you've summoned, making them more resilient. Until the start of your next turn, all of your summoned illusory entities gain a +2 bonus to their AC.

At Higher Levels. The AC bonus increases to +3 at 5th level, +4 at 11th level, and +5 at 17th level.

ILLUSIONARY SURGE

Cantrip (illusion)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (an illusory summon)

Duration: Until the start of your next turn

With a swift command, your illusory entities move with increased vigor and speed. Until the start of your next turn, all of your summoned illusory entities can take the Dash or Disengage action as a bonus action on their turns.

At Higher Levels. Starting at 5th level, your illusory entities also gain an additional 10 feet of movement. This bonus increases to 20 feet at 11th level and 30 feet at 17th level.

ILLUSIONARY SHIELD

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (an illusory summon)

Duration: 1 minute

By sacrificing one of your illusory entities, you create an ethereal shield around yourself. For the duration, you gain a +2 bonus to AC.

ILLUSIONARY BURST

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an illusory summon)

Duration: Instantaneous

Channeling the essence of an illusory summon, you release a burst of illusory energy. All creatures within a 10-foot radius originating from the summon must make an Intelligence saving throw or be blinded until the end of your next turn.

ILLUSIONARY CHAINS

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an illusory summon)

Duration: Until the end of your next turn

Drawing forth the essence of one of your illusory entities, you conjure chains that appear to wrap around a creature you can see within range, tethering it to the illusion. The target must succeed on an Intelligence saving throw or become bound by the illusory chains.

While bound, the target takes an additional 3d8 psychic damage each time it is hit by the linked illusory entity, as the chains seem to constrict and burn into the target's psyche. Additionally, the creature is restrained by the illusory chains.

If the linked illusory entity is destroyed or dismissed, or if it moves more than 60 feet away from the chained creature, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional psychic damage increases by 1d8 for each slot level above 3rd.

ILLUSIONARY BEACON

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an illusory summon)

Duration: 10 minutes

You transform an illusory entity into a radiant beacon. Creatures of your choice within 30 feet of the beacon have advantage on saving throws against being frightened or charmed. Any creature that starts

its turn within 10 feet of the beacon and is hostile towards you must make a Wisdom saving throw or be charmed until the start of its next turn.

ILLUSIONARY VOID

5th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an illusionary summon)

Duration: Instantaneous

You cause an illusionary entity to implode, drawing nearby creatures into a momentary void. All creatures within a 20-foot radius sphere centered on the summon are pulled 10 feet towards the center and must make an Intelligence saving throw. On a failed save, they take 6d6 psychic damage and are stunned until the end of their next turn. On a successful save, they take half as much damage and are not stunned.

ILLUSIONARY LABYRINTH

6th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an illusionary summon)

Duration: 1 minute

You transform the area within a 40-foot cube centered on an illusionary entity into a twisting maze of illusions. Creatures within the area must succeed on an Intelligence saving throw or become lost, effectively restrained. At the start of each of their turns, restrained creatures can attempt a new saving throw to escape the maze. Creatures that begin their turn outside the labyrinth and try to enter it must also make the save or become lost.

ILLUSIONARY LEGION

7th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an illusionary summon)

Duration: 1 minute

Using the power of an illusionary summon, you bestow a protective shroud of illusions around all of your summoned illusionary entities. Each of your illusionary entities immediately creates three illusory duplicates of themselves. These duplicates move with the original and mimic their actions, shifting position so it's impossible to track which image is real.

Each time a creature targets an illusionary entity with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of its duplicates.

- If the entity has three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate.
- With two duplicates, you must roll an 8 or higher.
- With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 12 + the illusionary entity's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

ILLUSIONARY CATAclysm

8th-level illusion

Casting Time: 1 action

Range: 60 feet (centered on an illusionary summon)

Components: V, S, M (an illusionary summon)

Duration: Instantaneous

Expanding upon the energy of an illusionary summon, you create a cataclysmic vision of destruction. All creatures in a 40-foot radius centered on the summon must make an Intelligence saving throw. On a failed save, they take 12d8 psychic damage, believe the vision to be real, and become frightened for 1 minute. They can make a new save at the end of each of their turns to end the frightened effect. On a successful save, a creature is unaffected by the vision.

GRAND FINALE

9th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an illusionary summon)

Duration: Instantaneous

With a grand flourish, you compel one of your illusionary entities to burst with energy, producing a dazzling display of illusory fireworks. Every creature within a 40-foot radius of the illusionary summon is overwhelmed by the breathtaking spectacle.

Affected creatures must make an Intelligence saving throw against your spell save DC. On a failed save, a creature takes 20d6 psychic damage, is stunned until the end of its next turn, and is blinded and deafened for 1 minute as their senses are overloaded with the display. On a successful save, a creature takes half damage and is neither stunned nor blinded nor deafened.

Creatures with a challenge rating of 9 or lower are automatically charmed by you for the duration if they

fail their save, captivated by the wondrous display.

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