



THE  
KEY  
TO  
THE  
GUILD



DEEP INTO A GAME OF WATERDEEP: DRAGON HEIST WHEN MY PLAYERS PULLED A FAST ONE ON ME: THEY WANTED TO GATHER MORE INFORMATION ABOUT WHAT THE VILLAIN KNEW AND SO THEY HIRED A WIZARD TO CAST DREAM TO ACQUIRE THAT INFORMATION. IT WAS GENIUS. IT WAS ALSO EFFECTIVE, AS I TREATED THEM WITH KNOWLEDGE THE HARDCOVER BOOK DIDN'T GIVE THEM THE CHANCE TO EARN.

SOME PART OF ME WAS BOTHERED BY HOW THE SESSION WENT. IT FELT LIKE, WHILE DREAMLIKE, IT WAS TOO MUCH OF A CINEMATIC CUTSCENE. THERE WASN'T MUCH FOR THE PLAYERS TO DO AS THERE WAS ONLY EXPOSITION. THEY CAST A SPELL AND GOT INFORMATION, AND WHILE THEY WERE HAPPY, I THOUGHT THERE WAS A BETTER WAY TO DO THINGS.

WITH THAT, I WAS OFF TO LEARN EVERYTHING RELATED TO DREAMS AND NIGHTMARES THAT DUNGEONS & DRAGONS HAS OFFERED THROUGH THE YEARS. FROM CREATURES THAT MANIPULATED DREAMS TO THOSE WHO WALKED BETWEEN MINDSCAPES, THE HISTORY OF DREAMS IN D&D STRETCHES DEEP.

EACH EDITION HAS ADDED TO THIS LORE BUT NEVER BEFORE HAS IT BEEN COMPILED TOGETHER UNTIL NOW. WHAT IS PRESENTED WITHIN THIS VOLUME IS THE SUM TOTAL OF THAT LORE, SMOOTHED AROUND THE EDGES UNTIL EVERYTHING FITS (MOSTLY) TOGETHER.

— BRYAN HOLMES

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## Inspiration:

*Sandman* (1989, Neil Gaiman), a fantastic work of literature and artwork from Vertigo comics.

*Bone* (1991, Jeff Smith), a comic book series whose magic is steeped in dreams.

*The Maxx* (1993, Sam Kieth), a comic book and animated series where the dreamlands are a wild and vast outback.

*Paprika* (2006, Satoshi Kon), an anime which takes a wild look at people who can enter dreams.

*The Wizard of Oz* (1939) a movie based on a book by L. Frank Baum, and likely the most recognizable "It was all a dream" stories put to film.

*A Nightmare on Elm Street* (1984, Wes Craven) A violent horror movie where a serial killer murders people from within their own nightmares.

*The Neverending Story* (1979, Michael Ende) A story where the creativity of humanity forms a dream-like realm called Fantastica, where the foundations of the world are lost dreams.

*The Voyage of the Dawn Treader* (1952, C. S. Lewis) A story in which an island can make dreams (and nightmares) come true.

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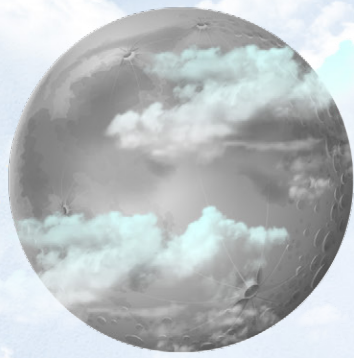
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## 8 THINGS TO THINK ABOUT WHEN RUNNING DREAM ADVENTURES

1. **Dreams Provide.** Dreams are a place for people to learn. They can learn information about something they might not have recognized while awake, or they might be seeking something which is more easily revealed in an ephemeral way.
2. **Dreams are stories.** The things that happen in dreams are driven by the narrative. Players in a dream may want to explore it as a regular location, but a dream has it's own desire to see the story progress. Time and space are not linear within the dream.
3. **Dreams are never direct.** Prophecies are fickle, omens are untrustworthy, and auguries are rarely specific. They are all the children of dreams and nightmares, and like their children, the information provided in these spaces should never be explicit. Dreams wrap up themselves in metaphors and imagery.
4. **The Dreamers are protected.** Those who fall asleep and dream are more or less protected from the dangers of the dream realms, for at any time they can wake up. While in a dream - sphere, no threat of danger is posed.
5. **The space between Dreams is dangerous.** Dreamers are protected in their spheres, but the plane exists between the Far Realm and the Material Plane. Ranging from unknowable nightmares to the lost fragments of things that were, many threats lurk within the plane.
6. **Dreams are exaggerated.** While running an adventure within a dream - sphere, descriptions should be stretched, as though the imagination understands there are no limits as with reality. A castle can tower impossibly high, while the inside is but a single story. A bog can produce purple flames, that neither burn nor create heat. A field of flowers could literally sing with the wind, filling a hillside with music. This is a place where the mind is free to play. Mix and match sensory information for a fun time.
7. **Nightmares are personal.** A tall shadowy figure covered in blood is scary to most, it's true, but nightmares are rarely so generic. Within a dream, that figure could manifest as a giant red bull, coated with flames to one adventurer, and a icy dead version of a family member to another. Nightmares get under the skin not by being horrifying and over the top with gore, but by hinting at what they might be and letting the viewer establish what that terror means for themselves.
8. **Nightmares are prisons.** If a dream is an elastic realm where the mind can create anything, allowing someone to fly or shoot fire from their mouth, then the realm of nightmares is the opposite: a place where your options are limited. You have fewer tools to work with, and those you do have rarely are directly helpful. Sensory information becomes more limited, restrained, in the realm of nightmares.

*“All that we see or seem is but a dream within a dream.”*

EDGAR ALLAN POE



# THE DREAM REALMS

A child sleeps, dreaming of riding a unicorn. An orc shaman slumbers, seeing portents of the next battlefield they are to march upon. A wizard tosses in her tower, unable to escape the infinite maze she's found herself in. Each of these dreamers has found their way onto another plane, a place where the mind controls the world around them. It's this plane where those dreams can also become nightmares, twisted by malignant forces.

Some terminology will aid in understanding this information:

- **The Dream Realms:** the entirety of the plane of dreams.
- **The Nightmare Realms:** where the dream realms have been twisted.
- **Dreamspheres:** when a dreamer dreams, this is where they are located.
- **Dream Seed:** the dreamer, the one who creates the dreamsphere.
- **The Nightmare Vault:** the wall that separates the nightmare realms from the rest of the dream realms.
- **The Dream Heart:** a violent chaos that destroys leftover dreamspheres; and anything else that gets too close.



## WITHIN THE DREAM REALMS

Within the deep Ethereal Plane, there's an area that cannot be measured in any traditional sense of the word. This shimmering rainbow barrier protects the plane from unwanted intrusions and only the most powerful divine beings can cross through from the ethereal into the Plane of Dreams at will. For everyone else there are two options: fall asleep on the Material Plane or fall asleep in the Far Realms. When a dreamer dreams, they create dreamspheres, personal pocket dimensions designed by their minds.

Starting from the outside edge of the plane, dreamers spheres bunch up. Creatures outside the barrier can glimpse through the border to observe dreams from the outside. New spheres push old ones towards the center of the dream plane, towards the Dream Heart. It's at this center where any leftover nightmares, dreams, or other ethereal flotsam is destroyed in a chaotic maelstrom.

The dream realms, the spheres, all of it is created from the mental energy of mortals dreaming on the Material Plane. For those falling asleep in the Far Realms, things are much worse. Their minds are tainted by the energies of the Far Realms, twisting and corrupting the dream energies into horrific alien nightmares. As nightmare energy ribbons its way through the dream lands, it must cross the Dreamwall (also known as the Nightmare Gate).

Two permanent fixtures float on either side of the Dreamwall. On the side, untainted by nightmares, is the floating isle of Diabolus. This isolated community belongs entirely to the nearly immortal race of humanoids known as the diaboli. These denizens of dreams are natives to this plane, and are self-appointed with ensuring the nightmare taint stays locked behind the Nightmare Gate.

On the other side, floating in the dark madness that is the nightmare realm, a misty cloud rests from which barely visible thin webs extend outwards across the night. These webs draw dreamers away from the Dreamheart and towards the areas covered in nightmares: twisting dreams into horrific terrors. Within the mists is a small bit of geography where a city is ruled by a cancerous group: the Nightmare Court.

Of course, all of these descriptions are ephemeral. One cannot truly map the dream realms. The Dreamwall is a mystical protection that separates evil and good forces, but to measure the length of the wall would be folly.

## DREAMSPHERES

A dreamsphere is created when a dreamer first enters the plane when sleeping. This bubble surrounds the being as the space their consciousness is projected into. These spheres function as sub-planes, each rooted to a dream seed (typically, the dreamer). Within the dreamsphere, reality works however the dreamer's mind understands it to work.

The dreamsphere can be entered or exited by any other dreamer or divine being, but the dreamer can only leave by waking up (which causes them to leave the dream realms). Most creatures cannot normally affect the rules of the dreamsphere, although some spells and beings with powerful mental capabilities can do this.

When the dreamer is no longer sustaining the dreamsphere, it continues to exist but it falls toward Dreamhome where it will be destroyed. If it happens to cross one of the nightmare webs, it will instead fall toward the nightmare lands where it will be used by the Nightmare Court for their unknown purposes.

## GLIMPSE INSIDE THE DREAMSPHERE

### D20 Visible from Outside the Dreamsphere

- 1 The dreamer is falling, the ground is a location the dreamer grew up.
- 2 Teeth spill out of the dreamer's mouth like water through a hole in a bucket.
- 3 The dreamer stands before a crowd of their peers, naked.
- 4 The dreamer repeatedly and violently meets their death in a variety of ways.
- 5 The shadow of a large creature shows the dreamer they are being chased.
- 6 The dreamer is soaring high above their home plane.
- 7 Regardless of their gender, the dreamer is dreaming about being pregnant.
- 8 The dreamer is in the midst of a natural emergency like an earthquake or tornado.
- 9 A shadowy version of the dreamer is waiting for them for some purpose.
- 10 Someone important to the dreamer is dying.
- 11 The dreamer is conversing with a devil (50% chance this devil is real).
- 12 The dreamer is lost in an unfamiliar place.
- 13 The dreamer is in a room with no entrances or exits. The room is filled with their favorite animal.
- 14 The dreamer is trying desperately to hide a secret.
- 15 The dreamer is performing a feat of great physical prowess.
- 16 The dreamer is performing a feat of great mental fortitude.
- 17 The dreamer is utilizing their personality and wit to great effect.
- 18 The dreamer is caught in the act of committing a crime.
- 19 The dreamer is met by a heavenly being.
- 20 Roll twice and combine the results.





## DREAMSEEDS

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Dreamseeds are the dreamers themselves. Everything is relative to their position within the dream. For example, if you entered the dream of an innkeep dreaming of doing work, you would be in their bar. If you tried to venture away from the innkeep, trying to travel down the road and into another building, you would find the dream preventing you from accomplishing that task. Only with great mental dexterity can a visitor distance themselves from the seed. Sometimes powerful minds can create new seeds with which to tether a dreamsphere. In this way, the dreamer could escape their own dreams. There are also rare spells that can create seedless dreamspheres. However when these spells end, their sphere dissipates into nothingness.

## THE DREAMHEART

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The diaboli have a saying, “all things drift towards the heart.” It is a seemingly poetic message, but to those familiar with the dream realms, it is a message of danger. An impossibly large storm spins at the center of the plane, consuming anything that drifts too close. Most dreamers wake long before their sphere reaches the Dreamheart. However, dreams and creatures which get close are in for a nasty time. Moving around the Dreamheart is difficult. Movement takes great mental focus or else the creature will fall into through the event horizon, and escaping from there is even more difficult. Creatures take 25 points of damage for each turn they spend around the dreamheart: 5 each of acid, cold, fire, lightning, and thunder damage. They take double this amount if they’re beyond the event horizon.

## THE NIGHTMARE VAULT

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Also known as the Dreamwall, because this phenomena separates dreams from nightmares, the Nightmare Vault is one of two ways to cross over into the Nightmare Lands (the other being the webs that draw dreamspheres towards the Nightmare Lands). The wall is passable at almost any point, but diaboli patrol the fringes of space where the vault exists and do not allow creatures to pass without permission. Anything that goes beyond the vault could be twisted and used by the Nightmare Court.

## THE NIGHTMARE WEB

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The web extends outward from the The Grieving Cathedral in the Nightmare Lands, and reaches out in all directions. If a creature is suffering nightmares in their dream, their sphere isn’t drawn to the dreamhome and instead heads for the closest stand of the web. This is how the Nightmare Court draws spheres into their realms. The diaboli spend most of their time cutting strands that extend across the Nightmare Vault.

## FEATURES OF THE DREAM REALMS

Adventuring in the dream realms comes in equal parts danger and fantasy. In areas not affected by the taint of nightmares, things are wonderful. Wherever the taint exists, however, terror follows. Below are the properties of the plane, listed by tainted and untainted region. This applies only to the regions outside of a dreamsphere.

## UNTAINTED DREAMS

**Gravity.** Between the dreamspheres, there is no gravity. Creatures move at their base walking speed by mentally commanding their form through the distance between.

**Light.** Between the dreamspheres, everything is brightly lit as though it were a pleasant day. Visibility is exceptionally far in the dream lands. The source of this light is unknown.

**Time.** While outside of dreamspheres, time does not progress. Long rests and short rests don't function at all.

**Size of Area.** The region of dreams is absolutely immeasurable. The distance from any one region to another is fluid.

**Malleable Dream - stuff.** While in the region of dreams, you can create objects based on your Intelligence modifier.

## TAINTED NIGHTMARES

**Gravity.** Beyond the dreamwall, creatures cannot mentally move themselves outside of dreamspheres caught in the nightmare web or within the nightmare lands.

**Light.** The empty space within the region of nightmares is brightly lit by some unknown source of light. In the nightmare lands, there is an unpredictable section of time where things are dimly lit (as though overcast) and another when things are dark. Within the city of Nod, it is always twilight.

**Time.** Except inside dreamspheres, time passes normally in the region of nightmares.

**Size of Area.** Like the region of dreams, the region of nightmares cannot be measured.

**Malleable Dream - stuff.** While you can continue to create objects using your Intelligence modifier, any objects created are twisted and become malevolent, turning back upon you.

### MALLEABLE DREAM-STUFF TABLE

Intelligence Modifier	Object Size
Any	Handheld
1 or higher	Small
2 or higher	Medium
3 or higher	Large
4 or higher	Huge
5 or higher	Gargantuan

## THE NIGHTMARE LANDS

Travelling through the vault or being drawn along the nightmare web, dreamers can find themselves in the Nightmare Lands. The space between dreamspheres is bright and airy, bringing to mind memories of warm glens, fresh water, and eternal summers. In the nightmare realms, this twists and becomes a cold, soulless, and dark infinite void with not so much as a pinpoint of light to guide the way.

The nightmare web is much more visible on this side of the vault. Instead of ghostly, nearly invisible threads, they're thick and pulsing with repulsive colors and textures. Every single thread leads back to a floating mist, hanging dreary in the sky. Seemingly distant, no matter how far away from the mists you are they're never far enough. Dreamspheres travel through the web like eggs through sausage casing.

The Nightmare Lands are made from the same stuff as the dream realms, but twisted toward evil. While in the dream realms, a creature may choose whatever ability score they wish to use for a saving throw. When in the Nightmare Lands, the DM may choose whatever ability score they must use for a saving throw.

Leaving the nightmare lands is at the whim of the Nightmare Court. When a creature is caught in the web, waking up is harder to do but not impossible. Once the dreamsphere is dissolved on the shores of the forgotten shoals, any creature is stuck there without aid from the Court. Dreamers are stuck in a coma-like trance while their dream-self is in the nightmare lands.

### THE MISTS OF RAVENLOFT

In the dread realms, the mists are an omnipresent feature, always looming behind your back. To walk into the mists is considered folly, as such foolishness is rewarded with unpredictably lost time at best, and an eternal curse at worst. The mists contain the dread lords to their lands, separating each dread domain from the other. Here, things are slightly different (although no less dangerous).

The mists here not only serve to obscure the Nightmare Court from powerful otherworldly attention but to hold them to this place. These evil beings may be masters of their own domains, but they are hardly a match for the full fury of a powerful celestial or fiend. Second, they border the entirety of the nightmare lands. When dreamers or other creatures are brought into the mists, they exit upon the forgotten shoals: a cold and bitter shoreline. It doesn't matter which direction or angle the creature entered from, they always find themselves first on the shoals.

Creatures who enter the mists while in Barovia or another of the Dread Realms could end up in the nightmare lands directly instead of their intended destination. In the same way, those who fall asleep in one of those realms could be brought directly to the nightmare lands instead of their own dreamsphere.



## THE FORGOTTEN SHOALS

A rocky shore, desaturated to the eye, grey water stretches as far as the eye can see, reflecting the impermeable clouds overhead. While the mists are thinner here than from outside the Nightmare Lands, it still clings to the ground, making it very difficult to see the surrounding terrain. Should a creature wish to continue onward and not become a lost soul, they must enter the mists and try to reach the Outlands. The shoals are littered with trinkets from emptied dreamspheres, which dissolve upon touching the mists.

### TRINKET FROM THE SHOALS

#### d8 Trinket Found Washed Upon the Shoals

- 1 A ragged teddy bear.
- 2 A backpack, waterlogged and filled with ruined books.
- 3 The masthead of a ship, but small enough to fit in your hand.
- 4 A small stone carving of a bird.
- 5 A small paring knife.
- 6 An inscribed bracelet.
- 7 An odd idol of unknown material.
- 8 A message in a bottle with a letter that is dated 1d6 x 100 years old.

## THE OUTLANDS

A barren scrubland where shoots of silver and grey grass grows in thin hard topsoil, the Outlands are connected to the forgotten shoals by the mists. From here, dreamers are treated to three very distinct options: going into the Forest of Everchange which sits on the horizon, returning to the mists from which they just emerged, or trying to fly overhead into great thundering storm clouds which send cold winds down in an attempt to prevent creatures from doing this. Should dreamers turn to the mists, they could end up anywhere in the nightmare realms.

### EVENTS IN THE OUTLANDS

#### d10 Event

- 1 Another dreamer wanders out of the mists. Who were they and what were they dreaming about?
- 2 In the distance a figure can be seen. You can't make out their details and if you get closer, you lose sight of them.
- 3 A great mysterious monster is barely visible through the mists, sending a shiver down your spine.
- 4 Faint music can be heard on the winds.
- 5 A bolt of lightning splits a distant tree, which smolders and burns.
- 6 A great noise can be heard in the distance but never in the direction you're looking.
- 7 A great grimacing skull appears in the clouds overhead, its interest drawn elsewhere.
- 8 A cold wind passes through, sounding almost like a deathly laugh.
- 9 A dreamer is screaming, running away from some unseen force. This force leaves footprints as it chases the dreamer down, lifts them invisibly into the air, and brings them back into the forest.
- 10 The mists thicken, making it impossible to tell where you're going. (The DM can transport the players at this point to any other part of the nightmare lands).

## THE FOREST OF EVERCHANGE

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Taking the form of a dozen different terrain types, the Forest of Everchange certainly lives up to its namesake. From the outside, this is a realm of sickly dry or dead trees with very little vegetation. In the distance, landmarks can be seen and travellers may come across more while they walk. However to remember these locations is folly, as the area within the woods is constantly changing and shifting around.

There are only two options for those who travel the woods: to become lost forever or to find the City of Nod, the last bastion where any life can be found within the nightmare lands. The nightmare lord Morpheus has made the forest his lair, the only one of the Nightmare Court that resides outside Nod. It's also said that one cannot leave the nightmare lands without the permission of the Court.

**Navigating the Forest of Everchange.** When the forest doesn't explicitly want to keep a creature from reaching a destination, they should be able to navigate the forest like any other. Should the Nightmare Realms want to stop someone from reaching (or leaving) the city of Nod, then the forest will shift itself around, moving landmarks and changing pathways. Navigating to Nod, or to the Outlands, requires a series of DC 20 Wisdom (Survival) checks. The navigator needs to make three successful checks in a row to get to their destination. Each check represents one hour of travel.





## THE CITY OF NOD

It's unknown who or what created the city of Nod. It could have been dreamed into existence by creatures of the Far Realms. Perhaps the nightmare web always existed, and it's a city constructed from the leftover broken dreams of those dead or awoken. Regardless of how the ancient city came to be, it's currently ruled over by five of the six members of the Nightmare Court. The mists are thinnest here, in the heart of the dread domain.

### THE GRIEVING CATHEDRAL

A magnificent gothic cathedral, the outside of which appears to be made of fluted bones, this wonder is meticulously placed in such a way that it resembles ordinary stone from afar. The overall shape of the structure is often said to resemble a giant crying face from the front, with long walls that have tiny openings all along them. When the wind blows, a quiet crying can be heard from everywhere within Nod.

The length of the cathedral is decorated with what appear to be stained glass windows. These windows are magically enchanted to show the dreams and nightmares of dreamspheres

currently caught in the nightmare web. The windows do not change while being observed, only when all viewers look away.

It is in this location that the Nightmare Man makes his lair, although he rarely spends time here. Inside the cathedral sits the altar of dreams, a stone edifice that is decorated with the imagery of spiders. This altar is where the threads of the nightmare web are crafted.

### RANDOM IMAGES APPEARING IN STAINED GLASS

1d8	Subject	Emotion	Mystery
1	A human	Terrified	A weapon
2	An elf	Crying	A flower
3	A dwarf	Laughing	An eye
4	A halfling	Disgusted	A crown
5	A gnome	Angry	A drop of blood
6	An orc	Surprise	A letter
7	A tiefling	Admiration	A book
8	A diabloi	Anticipation	A star

## THE THEATER MACABRE

An elaborate decaying theater filled with an undead audience, the Theater Macabre is the home of another member of the Nightmare Court: the Ghost Dancer. Inexplicably, she is always found here, even when dealing with matters elsewhere.

The theater itself is dominated by a large chandelier hanging precariously from the ceiling, a fixture whose bolts always seem to threaten a violent fall at any moment. The large theater seats well over one hundred souls, all pointed toward a large stage from which the Ghost Dancer performs her acts. The stories told on her stage are both prophetic and maddening.

## THE DANCER'S DANCE

1d8	Setting	Motif	Final Death
1	A forest	Family	Poisoned
2	A castle	Love	Burned
3	Marketplace	Searching	Drowned
4	A cottage	Escaping	Monsters
5	A shore	Teaching	Driven mad
6	Atop a wall	Praying	Crushed
7	A temple	Hunting	Starving
8	A graveyard	Loneliness	Frozen

## THE SPIRE OF SLEEP

A pale tower juts above all other buildings in Nod: the Spire of Sleep. It is from here that Hypnos slumbers. The sleeping Lord, like the Ghost Dancer, is always manifest in the tower even while out on other business. The tower itself is surrounded by a moat of sleep-inducing gas. Should creatures manage to get across the moat, they'll find a tower that has no doors or windows, effectively turning away all but the most stubborn minds. To deal with them, the tower automatically casts counterspell whenever magic is cast between the tower wall and the moat.

Should a very clever individual slip into the tower despite these defenses, they'll find themselves in a twisted dream dungeon, where the inside inexplicably defies the shape of the building. Traps can be found in nearly every corner of the tower and should any of them succeed in harming intruders, often those creatures find themselves shunted into random dreams hanging in the web. What treasures can be found in this tower are subject to rumors and myths, as it seems none have managed to steal from Hypnos.

**Exploring the Spire of Sleep.** The spire itself is essentially one gigantic megadungeon. Time passes inside the spire at random. A creature could go into the tower, plunder it for three or four days, and then exit five minutes after they entered.

## THE GHETTOS

Between any of the major features of Nod are winding corridors of abandoned and decaying buildings. These tight streets are oppressive and looming, threatening to consume those lost within their labyrinthine paths. Mapping the ghettos is impossible, as the streets shift so frequently that it might as well be a giant maze. The witch Mullonga stalks her prey, preferring to pick on those who don't yet realize they're lost.

### UNUSUAL SHOPS

1d10	Random shop	Unusual Shop Feature
1	Clothing	The owner is missing a leg or hand.
2	Smithing (armor, weapons, metal items)	The shelves hold no items related to the shop type.
3	Book shop	The building is mostly burned away.
4	Bakery	The shop is an outdoor stall, in front of another building of the same name.
5	Leather worker (armor, arrows, leather goods)	The shop has a number of customers browsing its wares.
6	Brewers	The store owner can't speak.
7	Construction offices (woodworking, bricklaying)	The owner refuses to sell anything.
8	Barber/Butcher	The door is locked and the sign says closed, despite customers browsing inside.
9	Arts (painters, sculpters)	The goods in the shop are all fake, made of plaster or other materials.
10	Animals (trapper, pets)	In the store is one of the Nightmare Court, buying goods.





## THE PARK PRIMEVAL

The hunting grounds for the rainbow serpent, this city park looks innocent enough from the outside at ground level. The trees don't seem too thick, the paths well tended, and the sound of water on stone can be heard from natural waterfalls and statues with watering devices. Those who walk into the park have a whole different perspective. The plants seem to close in and the sounds of wild animals can be heard. Eventually even the sounds of the city are drowned out by the jungle-like noises that are ever present.

Watching from high outside the park (on a nearby roof, for example) gives a third perspective. Trees and bushes move as hunters track down their prey, the hapless visitors to the park. These creatures are rarely seen and never leave their hunting grounds. If one is exceptionally lucky, they can catch a glimpse of the rainbow serpent, the beast from which other creatures steer clear. In the park primeval, the rainbow serpent is king.

## DIABOLAR

Floating opposite the Nightmare Lands, drifting lazily on the untainted side of the Dreamwall, is the city of Diabolar, named for the people who live there—the diaboli. To outsiders, this realm appears to be nothing more than ancient ruins, left abandoned for untold centuries. Closer inspection shows there is a race of demonic looking humanoids who protect the mortal minds of the material plane from the influences of the Far Realms.

The island that the city rests upon is fixed, meaning it can be measured following the traditional rules of the Material Plane. Dreamspheres never approach closer than 200 feet to the island.

## THE DIABOLIS

The diabolis are a rather unusual race. They live naturally in this dream realm where time has no meaning, to the point where nearly every individual has had an uncountable number of lifetime experiences. Their race is so ancient that most of them have forgotten more than most mortals ever learn.

The main focus of the diaboli is directed at keeping the Nightmare Vault maintained. It was their creation, and they feel responsible for protecting the dream realms from the intrusions of the Nightmare Court.

Physically, a diabolus resembles a fit human save for skin that ranges from purple to red. From the waist down, however, they more closely resemble a demon—backward legs, hooved feet, and a long barbed tail. Their faces usually have thick brows, thin but long noses, horns of varying styles, and their hair ranges from thick locks of light (typically white) colored hair, shafts of proto-feather like hairs, or completely hairless. Diaboli eyes are more often in the “warm” spectrum of colors like red, yellow and orange.

Socially they follow a unique system of anarchy. They've lived for so long, no system of government has ever worked for them and so eventually they settled with “do whatever you want, without bringing harm to others.” It seems to have worked well so far. This mindset extends to their social structures. There aren't stations in society: if something needs doing, someone will do it. As they approach situations, what might seem like lax chaos to one creature is a perfectly natural plan for a diabolis.

## THE THREE GODS OF THE DIABOLIS

The diabolis have had such a long history they rarely need to bring up their traditions. But one of these historical legacies remains: their religion. The diaboli don't worship gods as mortal creatures do, but they acknowledge the creation of three beings as gods: dwellers within the dream home. From that throne, they influence the minds that enter the dream realms, creating dreams and inspiration, or twisting them into nightmares and terrors.

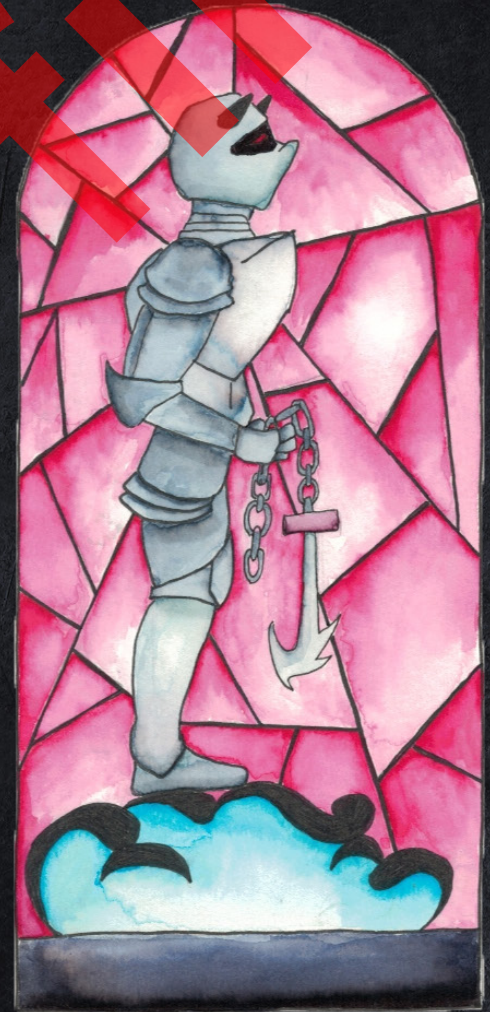
## HYPNATIA

Appearing as a woman with long flowing hair made of light, Hypnatia is constantly surrounded with a nimbus of stars. She represents the idea of dreams and always appears to be slumbering. The diaboli say that, should she wake up, dreaming would cease to exist.



## PHOBETOR

Appearing as a suit of armor possessed by a red miasma, the exact shape and decoration of this suit of armor always shifts to resemble the things feared most by the observer. Phobetor always carries a meat hook on a long chain, which he uses to pull nightmares from the deepest parts of a mortal soul. The diaboli say he is the father of the lords of the Nightmare Court.



## PHANTASIA

The child of Hypnatia and Phobetor, she is a being of paradoxical shifts. One moment she might be manic and utterly obsessed with a particular creature, while seconds later disinterested in everything with her eyes literally blinded. Her form is difficult to understand, resembling a patchwork quilt that is always changing forms. A quarter of her face might resemble that of an elven maid, while another is a dragon with no clear line where one ends and the other begins.

The diaboli say her existence is what keeps her parents from destroying each other and that she is the diaboli's creator.

## DREAM FACTIONS

A number of groups either make their home within the dream realms or have found ways to try and exploit the realms for their own needs. Each of these groups might be the focus of an adventure set in the dream realms or they might simply be a complication for adventurers trying to achieve their goals.

### THE NIGHTMARE COURT

Six hidden figures are omnipresent within the Nightmare Lands, each lording over a different aspect of nightmares. It's unknown if the court has a leader, if each member is an equal, or if all six members are each a different aspect of a singular entity.

Their desires are unknown to many, save for the fact they require tainted dreamspheres. This is evident in that they maintain the Nightmare Web (known within Nod as the Dream Web), which draws the dreamers and their dream-spheres through the Dreamwall and into the realm of nightmares.

### THE NIGHTMARE MAN

The nightmare man stands tall, appearing in tattered robes with the hood always drawn over the head. Rarely, dots of lights where his eyes should be or wisps of silver hair can be glimpsed through the hood. Skeletally gaunt hands emerge from the robes when he needs to interact with the world around him and he speaks with a voice that sounds like dead leaves and brittle branches. All creatures hear his voice in their native tongue, where it sounds like a whispering group of damned souls.

It is said that the nightmare man is cursed to be bound to the Nightmare Lands themselves. He represents the control lost while dreaming.

### THE GHOST DANCER

A young woman looks quite young (no older than 20), the ghost dancer is pale and translucent, appearing like a corpse that moves with grace and fluidity. Her brown hair is cut short, curled to one side, and pinned back behind a blood red rose. Ruby red lips contrast heavily with her alabaster skin. She wears a ballerina's outfit

with dozens of faded bloody handprints arranged all around the fringe of the dress.

The ghost dancer never speaks. Dark bruises all around her neck show that whatever violent end she met, it took away her ability to speak. All of her communication is through dancing. Her dances, however, drive mad the minds of those who watch them, and so the story of the Ghost Dancer is a tragic one.

It is said that the curse of the Ghost Dancer is to never understand how she died. She represents the confusing nature of dreams.

### MORPHEUS

Other members of the Nightmare Court terrify those unlucky enough to stand in their presence. Morpheus is the exception to this fact, as most travellers aren't aware they're talking to one of the lords when they speak with him. Much of this is due to his ability to appear in any physical form, but also because his lair is in the Forest of Everchange where many assume the lord's power cannot reach them.

Typically, Morpheus takes the form of a red-skinned, physically attractive man with a thin moustache and pointed ears. When wearing clothing, he prefers outfits that show expensive decorations. Much like the nightmare man, Morpheus speaks in the native languages of those who listen to him.

It is said that Morpheus is cursed to never have stability or order; that he is a lord of chaos and change. He represents the confusing change that occurs within dreams.

### HYPNOS

A tall man dressed with expensively tailored suits, Hypnos appears handsome to most. A gentleman of nobility, his thick black hair and mustache are always perfectly trimmed and neat within his glass coffin. Appearing to slumber, Hypnos constantly whispers in his sleep. Those who can hear his words often find themselves struck with apprehension or terror of their future.

In the Nightmare Lands, Hypnos always remains within his coffin, which resides in his tower, but he is able to manifest within dream

spheres caught in the nightmare web. When manifesting in this way, Hypnos can control the physical body of the dreamer.

It is said Hypnos is cursed with being trapped inside the dream realms, which represents one's inability to wake during a dream.

## MULLONGA

The small witch stalks the alleyways of Nod, causing fear and apprehension wherever she goes. She appears as a haunched old woman covered in animal skins. It's unclear where the pelts end and her leathery skin begins. Unlike other members of the court, she carries a high number of unusual magic items with her, each chosen to aid her encounters with dreamers.

It is said Mullonga represents the fear of things that lurk out of view, filling the soul with stress.

## THE RAINBOW SERPENT

While the rainbow serpent resembles a large, winged serpent, it's well known to all that the being is incredibly intelligent and cunning. Rumors persist that the serpent is an adopted form, and that the being is actually a humanoid.

The serpent is capable of communicating telepathically with the minds of creatures around it. Targets are unaware if the images and words come from themselves, from the dream realms, or from some other source unless the rainbow serpent wants them to know.

It is said the rainbow serpent represents the primordial parts of ourselves, encouraging dreamers to hunt their desires with savage abandon.

## THE NIGHT PARADE

A now inactive group of Netherese wizards who brought themselves to the Plane of Dreams directly into the nightmare realm, members of the night parade were transformed physically and mentally. Eventually they tried to take their forces back into the Material Plane where they were defeated in many regions across the realms.

In the dream lands, the remains of the night parade can still be found. Their numbers are much fewer than they were before, but using their powers, they have small caches of magic hidden throughout the nightmare lands and the dream realms. Many of these are still defended by the wizards who created them.

## THE SECRET SEEKERS

The one-eyed god hungers for secrets, the unknown and personal things that create or destroy lives. His cultists use spells created by their dark god to infiltrate dreams and steal secrets. These cultists know they can't keep these secrets for themselves, and so they harvest a dream for all it contains and then return to the realm of their lord. Often, nothings can be found working with them in exchange for a view of arcane secrets.

## THE RAVEN QUEEN

The Raven Queen sends her shadar-kai into the dream realms to watch over the nightmare energies pouring in from the Far Realms and the despair it creates. While they aren't openly hostile to beings in the dream realms, they aren't comfortable either and prefer to avoid contact whenever possible. However, if fey or elven souls are to be found within the dream realms (either by travelling or choosing to dream), it draws their attention quickly as those souls do not belong here.

## OTHER DREAM PLANES

The dream planes here are an amalgamation of ideas from across the 46 year history of DUNGEONS & DRAGONS. However, there are many ideas about what the Plane of Dreams could be like that did not mesh with the other concepts given. Here are just a few examples of different dream planes that might suit your campaign.

**Eberron.** The world of Eberron is unlike most other settings for Dungeons and Dragons. Dal Quor is the plane of both dreams and nightmares, and the quori are an active source of manipulation, let alone any natural prophecy that may be experienced in dreams. A second source of signs and portents may be Xoriat, though this plane of madness is not the most trustworthy or healthy source. These locations give their own unique opportunities for adventure. Dal Quor is accessible to mortals as they sleep, while Xoriat is cut off from Khorvaire without the use of powerful magic, making running a dream adventure in Eberron very different from what is presented here.

More information about Eberron and their dream realms can be found in the third edition books *Secrets of Sarlona* and the *Eberron Campaign Setting*, as well as the fifth edition book *Exploring Eberron*.

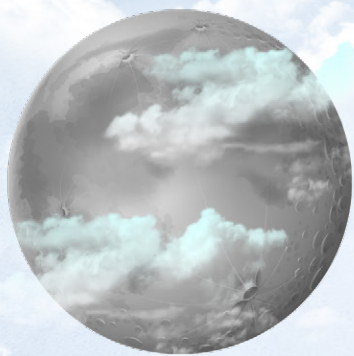
**Ravenloft.** If you are just operating within the confines of the dread realms, then all you need is the nightmare realms. All of the information regarding the land of dreams can basically be thrown out the window. The diabolical, nightmare vault, and dream home are all thematically unfit for use with Ravenloft.

More information about Ravenloft, and where a lot of the information in this book originates, can be found in the book *The Nightmare Lands* for second edition DUNGEONS & DRAGONS.

**Other Realms.** It is up to every dungeon master how the dream plane will work for their home campaign. For example, they might not have a Far Realm or an Ethereal Plane. Other settings, as with Lovecraft's Cthulhu mythos, might have an entirely different vision for what a plane comprised of mental prowess.

*Dragon Magazine* 287 features an article entitled "Dreamlands: Variant Planes of Dreams" which has a lot of inspiration for a Dungeon Master developing their own dream plane.





# ADVENTURING WITHIN THE DREAM REALMS

The two main methods of getting to the dream realms are magic or falling asleep. Where you fall asleep, the Material Plane or the Far Realms, determines which side of the Nightmare Vault your dreamsphere ends up on. There are additional methods, such as being guided by a divine entity, or taking a portal (at least one of which exists on the Shadowfell and another on the Material Plane), or striding through the mists of Ravenloft.

**Dream Motes.** Upon entering the dream realms, your character immediately gains a number of dream motes equal to their Intelligence modifier + their Wisdom modifier (minimum of 1). These motes are used to protect the mind from attacks and can be used to access dream powers. Creatures native to the Dream Lands or Nightmare Lands gain one mote back every hour that passes.

## TRAVEL WITHIN THE DREAM REALMS

Characters arrive in dreamspheres. Leaving the sphere, they can travel to other spheres. Since no time passes in the dream realms, this feels like it takes forever but doesn't actually require time any time. Likewise, traveling to any fixed space the traveller knows about, takes no time.

Travel on the dream side of the Dreamwall allows travellers to visit Diablolar, any dreamsphere, the Nightmare Gate, or Dreamhome. Because any creature can create things with their minds, there may be other locations within the dream realms, but without knowing they exist, it would be easier to find a needle in a haystack the size of a city.

Travel to the nightmare side of the wall is difficult. The only two reliable methods are going through the Nightmare Gate or getting caught in the Nightmare Web. Once on that side of the vault, travelers cannot move of their own volition. They either need to be caught in the web (which draws them directly towards the Nightmare Lands) or have some other method of travel. The Night Parade has their own secret method for moving around the Nightmare Lands, for example.

There are a few rare creatures who can send you into the dream realms. Night hags, nightmares, fiends, and even gold dragons and some yuan'ti can send creatures into the plane, even if only for temporary amounts of time.

## THE DIABOLIS

The Diaboli are the only humanoid race living in the Dream Lands, protecting dreamers from the horrors beyond the Nightmare Wall. Closely resembles a tiefling from the waist up, most diaboli have reddish to purple colored skin. Their ears are pointed like an elf's ears, their horns are like a tiefling's horns but smaller, and their hands are like a human hand but lacking the fifth little finger. Their legs are as those of a ram or goat ending in hooves, and they possess a tail with a dangerous looking stinger on the end. Some diaboli (known as 'common' diaboli) grow hair as a human while others ('bare' diaboli) are bereft of any hair whatsoever. The final type ('hirsute' diaboli) have an extra shaggy coat of hair and goat-like fur on their lower half.

Common, bare, or hirsute, all diaboli have reptile-like eyes that range from reds to yellows. They all possess snake-like tongues that are forked, and they possess exceptional olfactory capabilities.

### OLD BEYOND MEASURE

The diaboli (the plural form of diabolus) are a truly unique race in the cosmos. They live naturally in the dream realms and as a place without time, they are so exceptionally experienced, they often can't remember what they were experts in. The ageless nature of the dream planes means the diaboli must leave their native realm to procreate, and they don't often return with children, choosing to raise them on other planes. The children grow up and some return home where they are mostly accepted by the existing diaboli.

### GOODLY ANARCHISTS

Being so ancient, the diaboli have tried every form of government to rule their culture. Having tried them all, they've agreed that pacifistic anarchy suits them best. Their society is based on the idea that you can do anything you want, provided it doesn't impede upon another creature and their free will. This is irrespective of a moral compass, provided there is consent across all parties involved.

“The lunatic, the lover,  
and the poet, are of  
imagination all compact.”

WILLIAM SHAKESPEARE,  
*A MIDSUMMER NIGHT'S DREAM*

### DREAM FARMERS

The Diaboli have taken it upon themselves to protect dreamers from the forces of the Nightmare Realms. This means they work very closely with dreamspheres and the Dreamwall. Sometimes they will intrude upon a dream to find a rogue aberration, and other times they cut the near-invisible strands of the Nightmare Web. While each individual is free to go their own way, few diaboli decide to leave this responsibility behind.

### DIABOLUS ADVENTURERS

Because of their work fending off the corrupting nature of the Nightmare Realms, few diaboli leave the Dream Lands. Those that do, choose to for a very personal reason or because they're chasing that corruption into lands beyond. Most diabolis abhor violence and choose to take paths that allow them to circumvent conflict, choosing the life of a bard, cleric, or druid over that of a barbarian or fighter.

### NAMES OF THE DIABOLI

As creatures of a flighty nature, embracing anarchy, their names hold no particular pattern. Instead, diaboli pick up names as they prefer, collecting them like trinkets. Sometimes the names are unpronounceable and diaboli hold no distinction between male or female names, generally disregarding material concepts like sex or gender.

## DIABOLUS TRAITS

Your Diabolus character has the following racial traits.

**Ability Score Increase.** Diaboli are well rounded, traditionally balancing their physical and mental prowess. Choose one mental (Intelligence, Wisdom, Charisma) ability score and one physical (Strength, Dexterity, Constitution) ability score. Increase one of your two chosen scores by +2 and the other by +1.

**Age.** Diaboli ages are relatively unknown, since time is meaningless to them. In the Dream Lands they are effectively immortal, but outside of this plane they've been documented to live up to 100 years of age.

**Alignment.** Given their carefree attitude, most diaboli fall into chaotic neutral.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Arcane Resistance.** When you are forced to make a saving throw you are not proficient in against a spell or magical effect, you can add half of your Constitution modifier (minimum of 1) to the result.

**Tail Attack.** Your tail has a wickedly barbed stinger. This unarmed attack deals 1d4 piercing damage and the target must succeed on a saving throw or become poisoned for 1 minute. The DC for this saving throw is 8 + your proficiency modifier + your Constitution modifier. The target can attempt a new saving throw at the end of each of its turns, ending the effect on itself on a success.

**Fiendish Appearance.** As a creature of the outer planes, your physical appearance unnerves other creatures. You have disadvantage on Charisma (Persuasion) and Wisdom (Animal Handling) checks, but you have advantage on any Charisma (Intimidation) check and any Wisdom (Perception) check that involves scent.

**Polearm Masters.** You are proficient with tridents, glaives, and halberds.

**Languages.** You can speak, read, and write common and one language of your choice.





## DREAM-CLASSES

### PROJECTIONIST (ARTIFICER)

Of all the artificers, the Projectionist specializes in making imagination into reality, quite literally. Through use of their special projection tool, the Projectionist is ready for any situation. Their intense training allows them to blend magical illusions into unmatched martial prowess. Reality is only a vague concept to the mind of a well-trained Projectionist.

#### EXPANDED SPELL LIST

Artificer Level	Spells
3rd	<i>color spray, silent image</i>
5th	<i>invisibility, phantasmal force</i>
9th	<i>hypnotic pattern, major image</i>
13th	<i>greater invisibility, phantasmal killer</i>
17th	<i>mislead, seeming</i>

#### PROJECTOR TOOL

Proficiency with a projector tool allows you to create images and entire scenes using light and crystals.

**Components.** A projector tool looks like a magnifying glass sitting over a set of carefully balanced crystals. It needs some form of light to work so it often comes with flat tea candles that can be stored under the glass to make the images.

**Perception.** Your knowledge of the bending of light gives you a better chance to see details in the dark while holding a light source. Your effective range doesn't increase, but you can see more detail than others by holding the light the proper way.

**Investigation.** Do to your knowledge of image creation, you are especially adept at detecting illusions that rely on sight.

**Recreate Scene.** You can easily recreate an event you have witnessed in the past 7 days using your projector tool.

#### PROJECTOR TOOL DOWNTIME

Activity	DC
Recreate object you have seen	15
Produce entire event (up to 1 hour)	20

#### TOOL PROFICIENCIES

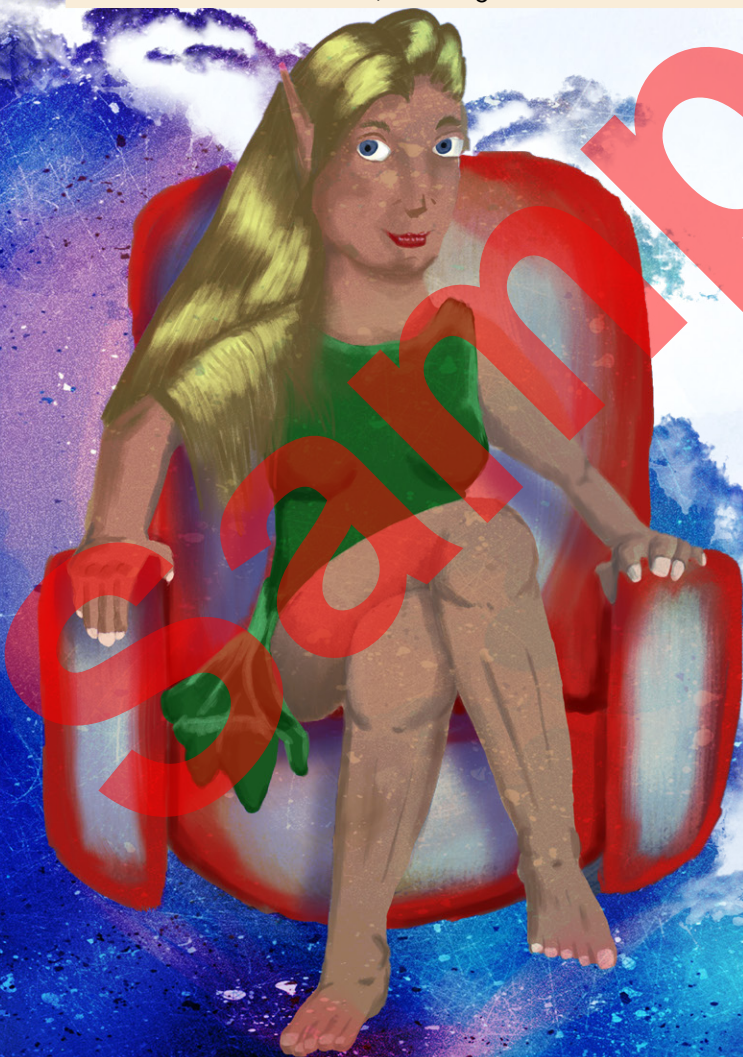
Starting at 3rd level, you gain proficiency in the projection tool.

#### UNLIMITED POTENTIAL

When you reach 3rd level, you gain proficiency with heavy armor and martial weapons

#### HARD LIGHT GENERATOR

Starting at 3rd level, you have assembled a back-mounted device known as a Hard Light Generator. The generator allows you to condense light by employing magical techniques. You may record the shape and form of one suit of armor, one weapon, and one tool you currently possess. The process of using the generator takes one hour and can only be done once every 24 hours.



As a bonus action, any item currently recorded by the generator can be created in hand. Armor made by the generator has a weight of 1 pound and no longer has Strength requirements or gives disadvantage when attempting to use Stealth. Weapons made by the generator have a weight of 1 pound and no longer have the heavy property if they did so before. You may unsummon any of your hard light constructs as a free action.

Magical items have their properties reproduced, however you must have the original item on your person if these magical items require attunement, otherwise the hard light copies are lost. You must infuse your hard light constructs separately from the original items. Infusions will not carry from the original item into the hard light construct.

Weapons recreated with the hard light generator now deal magical force damage instead of bludgeoning, piercing, or slashing damage. Weapons that require ammunition produce up to 20 hard light pieces of ammo. Once this ammo is fired, it cannot be retrieved. In order to create more ammo, the weapon must be resummoned.

## REFRACTION MASTERY

Starting at 5th level, when using a hard light construct weapon you can attack twice, rather than once, whenever you take the Attack action on your turn. Also, as a reaction when you are attacked by a creature, you may add your Intelligence modifier to your AC until the end of that creature's turn.

## ILLUSIONARY ARMORY

Beginning at 9th level, the hard light generator can hold up to 3 suits of armor, 3 weapons and 3 tools. The first creature you hit on each of your turns with a hard light weapon attack takes extra force damage equal to 1d6 + half of your artificer level.

## IMAGES MADE REAL

At 15th level, you have figured out how to use your hard light generator to solidify an illusion into reality. When you cast an illusion spell of 1st level or higher, you can choose one part of the illusion and make it real and dangerous for only a moment. As a bonus action on your turn, you may animate your illusion to make an attack. The illusion attacks using your spell attack bonus and has a range of 30 feet from any farthest point of your illusionary effect. This attack deals 5d10 magical force damage and knocks the target prone if they don't succeed on a Strength saving throw against your spell save DC. You can use this ability 3 times and regain all uses after you finish a long rest.



## PATH OF THE SILVER SOUL RAGER

A raw power so strong it echoes through the ethereal plane, the spirit is a wavering concept to most. However, to those of the Silver Soul, the spirit is a tangible element. The spirit can be broken, bolstered, shattered, and put back together. Through their understanding of planar boundaries, there is no escaping their wrath.

### RIGID SPIRIT

Starting at 3rd level, you gain advantage on saving throws to avoid being teleported or sent to another plane. Also, when any of your features require a saving throw the DC equals 8 + your proficiency bonus + your Constitution modifier.

### SILVER SOUL FURY

At 3rd level, you can strike at the spirit of a creature. While raging, the first creature you hit on each of your turns with a weapon attack must succeed on a Charisma saving throw or be teleported 10 feet from their position to an unoccupied square you choose. Also while raging, a creature that is adjacent to you who teleports, or who teleports adjacent to you, provokes opportunity attacks from you.

### SHATTERING STEP

At 6th level, you can shatter the boundaries between the planes with a violent charge. When you use your Reckless Attack feature, you may use your bonus action to teleport up to 20 feet toward a creature that you can see. You must attack this creature with a melee weapon attack or take one level of exhaustion from the strain of not following through.

### CHAOTIC ECHO

At 10th level, as bonus action, you let out a warcry which tests the spirit. Up to ten other creatures of your choice within 60 feet of you that can hear you must succeed on a Constitution saving throw or be violently thrust through planar

boundaries and back again, taking 3d10 force damage. Once you use this feature, you can't use it again until you finish a long rest.

### INTO THE SPIRIT WORLD

At 14th level, you gain the ability to cast the etherealness spell. The duration for this spell is a number of rounds equal to your Constitution modifier. While ethereal, your rage does not end unless you are knocked unconscious. As an action, while ethereal, you can pull at the spirit of a creature. The creature must succeed on a Charisma saving throw or take 2d10 force damage and be pulled into the Ethereal Plane with you. Once you use this feature, you can't use it again until you finish a long rest.



## COLLEGE OF SANDMAN

The teachings of the College of the Sandman are focused on the three arts of deception: guile, influence, and trickery. These three lessons come together to form a nearly impenetrable wall of lies. Those that come from this college may be anything from street magicians to assassins. The college gives the tools, but it's up to the bard in question to see how they will be used.

The College of the Sandman is often as disliked as the College of Whispers. Bards from its ranks often seek power or at least take great joy in their influence over others. There is great secrecy within the college to protect its teachings.

### BONUS CANTRIP

When you join the College of the Sandman at 3rd level, you gain the minor illusion cantrip if you don't already know it.

### HAZY IMAGE

At 3rd level, the first time a creature approaches one of your illusions to detect its validity, they must roll their Intelligence (Investigation) check with disadvantage.

### SHIFTING FORM

Also at 3rd level, as a reaction when a creature within 60 feet is the subject of an attack, you can expend one use of your Bardic Inspiration to give that creature an illusory duplicate until the end of that creature's next turn. Each time that creature is attacked during the spell's duration, roll a d20 to determine whether the attack instead targets one of the duplicates, including during the triggering attack. With only one duplicate you must roll 12 or higher for the duplicate to take the attack instead. A duplicate has an AC of 10 and vanishes when struck. At 5th level you have a second duplicate and need only roll a 9 or better on a d20 to have the attack target a duplicate. You gain another duplicate for a total of 3 at 10th level, and a roll of 7 or higher is required to hit a duplicate. You gain your fourth and final duplicate at 15th level, which is hit on a roll of 5 or better.



### CURSE OF THE SANDMAN

Starting at 6th level, a creature who is charmed by you can be magically put to sleep. As an action, a creature under the influence of a charm effect created by you must succeed on a Wisdom saving throw against your spell save DC or be knocked unconscious for a number of rounds equal to your Charisma modifier. You may use this ability twice and regain all uses of it after a short or long rest.

### NAPWARD

Also at 6th level, magic can no longer put you to sleep. Creatures who have one of your Bardic Inspirations die also gain this effect until that die is used.

### DREAM WARRIOR

At 14th level, you wrap yourself in the illusions of the dream and become an avatar of the sandman. As an action, you become a creature of terror. You can take on any form you choose for this illusion as long as that form fills no more than a 10-foot by 10-foot space. When you first transform, you can designate any number of creatures you can see to be unaffected by its effects. Affected creatures within 5 feet when you transform and who end their turn within 5 feet of you, must succeed on a Wisdom saving throw or become frightened of you until the end of their next turn. You have advantage on attack rolls against any creature who has been frightened by this effect. The transformation lasts for 1 minute. You may use this ability once and regain use of it after a long rest.



## CIRCLE OF SLUMBER

Druids of the Circle of Slumber are said to have existed even since the first mortals laid their heads to sleep. Protectors of those who dream, stalwart protectors against the nightmares of the dark, and interpreters of the symbols found within dreams. Over time, these druids become experts at straddling the ethereal plane like a walking dream.

## MIND INCEPTION

At 2nd level, as an action, instead of transforming into a beast, you can expend a use of your Wild Shape feature to project a spectral image of it instead. You fall asleep if you are not already, or, you can choose to use this ability if you are unconscious and have at least 1 hit point. Your body is instantly transported to the Ethereal Plane while you use this ability. Every aspect of Wild Shape is the same, except the creature to which you transform gains the incorporeal trait, meaning you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You are woken up from this effect if you take damage

equal to at least 2x your Constitution score, if you are reduced to 0 hit points, or if you end the effect as a bonus action. If you are woken up, the effect ends, and regardless of how it ends, when it does, you are stunned for 1 minute.

## WAKING SLUMBER

At 6th level, you can use a bonus action to make yourself fall asleep, becoming unconscious but not falling prone, since you put yourself to sleep. While you are unconscious and have at least 1 hit point, you remain aware of your surroundings and can communicate telepathically to any creature within 30 feet. You have disadvantage on Strength and Dexterity saving throws, but do not fail them automatically. While asleep, as a reaction when a creature targets you with an attack, you can move 5 feet in any direction, without provoking an attack of opportunity, and negating the attack if you move out of range.

## INCORPOREAL AURA

At 10th level, when you and any creature of your choice within 60 feet of you are incorporeal, ethereal, invisible, or otherwise outside of their material body, you can expend an amount of spell slots that's total level is equal to the number of creatures you wish to be affected by this aura. The aura grants the following abilities for an amount of hours equal to 1 + your Wisdom modifier:

- Resistance to bludgeoning, piercing, and slashing damage.
- Gain Ethereal Jaunt: As a bonus action, the creature can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
- Movement speed increased by 10 feet.
- Advantage on Dexterity (Stealth) checks.

## SLEEP CASTING

At 14th level, your incorporeal Wild Shape form can cast spells, and you can cast spells while unconscious as long as you have at least 1 hit point. Both your Wild Shape and unconscious casting uses your normal spell slots. Rising from the prone condition only costs you 5 feet of movement.

## KITH'RAK (GITH KNIGHTS)

The Kith'rak combines magical power with martial prowess through torturous training and self discipline. The Githyanki created this order of knights to maintain the status quo. The original form of this training involved psionic power, however, any form of arcane magic will do. Astral essences left behind by the Githyanki have traveled far within the dream realm and now exist for others to learn. Anyone not of their race found using these techniques becomes an affront to the Githyanki.



## SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules in the *Player's Handbook* for the general rules of spellcasting and the Spells Listing for the spell list. You can innately cast these spells, without the use of components.

**Cantrips.** You learn *mage hand*, which for you is invisible and can be cast and controlled as a bonus action. If you already know the *mage hand* cantrip, you may select a different cantrip in its place. Additionally, you learn one cantrip of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

**Spells Known.** When you enter this archetype you learn to cast certain spells as you advance in technique. At 3rd level, you can cast the spells *jump* and *longstrider* twice each, you regain the ability to cast them again after you finish a long rest.

At 7th level, you can cast the spells *blur* and *misty step* twice each, you regain the ability to cast them again after you finish a long rest.

At 15th level, you can cast the spells *telekinesis* and *wall of force* twice each, you regain the ability to cast them again after you finish a long rest.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your spells, since you learn your spells through meditation and mental power. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Kith'rak spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## PARRYING BLADE

At 3rd level, you have become adept at using large weapons to defend yourself from attack. As a reaction to being targeted by an attack, while you are wielding a two-handed or versatile melee weapon with two hands, you gain a +2 bonus to your AC until the start of your next turn. You may use this ability once and regain use of it on a short or long rest.

When you reach 7th level, you may raise your armor class by 3 instead, and at 15th level you can raise it by 4. You can use this ability twice at 10th level, regaining all uses after a short or long rest.

## CALM THE MIND

Starting at 7th level, as a bonus action, you can magically end the charmed or frightened condition on a creature you can see within 30 feet. Once you have used this ability twice, you must complete a short or long rest before using it again.

## STRIKE MAGIC

Starting at 10th level, when you use your action to cast one of your Kith'rak spells, you can make one melee attack as a bonus action.

## MIND BLADE

At 15th level, you add your Intelligence modifier (minimum of 1) to the damage of your melee weapon attacks.

## ATTUNED MIND

At 18th level you regain all of your Kith'rak spells after a short or long rest.





## WAY OF THE ZERTH

To one specialized in the Way of the Zerth, the unity of body, mind and spirit are essential. Through complex study and meditation, the gentle vibrations of time can be perceived. The motes of knowledge that float about the realm of dreams sometimes end up in the hands of training monks. No one is sure if these motes are simply found, or if the Githzerai choose those that are worthy to carry on their will.

### SOUL EDGED BLOWS

At 3rd level, whenever you use Flurry of Blows, you add your Wisdom modifier to the damage of any of your Martial Arts attacks.

### FIST OF THE MIND

At 6th level, your Martial Arts attacks now do psychic damage instead of bludgeoning damage.

### TEMPORAL IMBALANCE

Also at 6th level, when attempting a Stunning Strike you can instead send a creature through time. The target must succeed on

a Wisdom saving throw or be sent 2 rounds forward in time.

At 11th level, you can send a creature 3 rounds forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left. If there is another creature in that space, both creatures take 3d6 force damage and are moved to the nearest unoccupied space.

### PATHWAY TO ENLIGHTENMENT

At 11th level, you learn the *haste* and *slow* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a short or long rest.

### SHATTERED TIME

At 17th level, you can occupy the space where a creature will return after Temporal Imbalance. As a reaction, when that creature returns and you occupy their previous space, you no longer take any damage or are forced to move. The creature takes 6d6 force damage and moved to the nearest unoccupied space.





## OATH OF THE DREAMWALL

Lies, trickery, deceit. All of these exist as a part of life. One cannot avoid being coerced or manipulated. That is as far as the Dreamwall will tolerate. Magic that corrupts the mind, that sways it or controls it, is more vile than even necromancy. Those that use it must be watched. Those that abuse it must be snuffed out. When you take this oath, you swear to be a single truth in an existence predicated by lies. By knowing yourself, you can help the discarded poor spirits heal their mental wounds.

### TENETS OF THE DREAMWALL

**Know Your True Self.** Through your protections and rituals, your mind is your own. You must trust your mind and the decisions you make.

**Scatter the Lies of Magic.** Where you see magic being used to control and manipulate, cut through the lies. Where you can find the source, end it.

**Care For the Unaware.** Stand with those who have been deceived by foul magic. Help them get back on their feet and teach them how to protect themselves from further ensorcellment.

**Be Infallible.** Strive towards accuracy in all of your choices and actions. You are an example of that which cannot be denied.

### OATH SPELLS

#### Paladin

Level	Spells
3rd	<i>detect magic, purify food and drink</i>
5th	<i>see invisibility, warding bond</i>
9th	<i>dispel magic, remove curse</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>dispel good and evil, greater restoration</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two channel divinity options.

**Knowing the Lie.** You can use your Channel Divinity to gain the upper hand against a humanoid opponent. As a bonus action, choose a humanoid creature within 30 feet. For the next minute you gain advantage on your attack rolls against that creature. You may forgo advantage on an attack on that creature to instead make the damage of your attack ignore resistances.

**Turn the Deceivers.** If a creature casts an illusion or enchantment spell within 60 feet of you, and you have remaining uses of Channel Divinity, you are aware of the school of the spell. This does not allow you to know which spell is being cast nor the target. As a reaction you can use your Channel Divinity to disrupt enchantment or illusion magic being cast within 60 feet of you. If the creature is casting a spell of 1st level or lower, its spell fails and has no effect. If it is casting a spell of 2nd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. Each time you gain a new paladin spell level, this ability is automatically successful on that level of spells as well. For example a 9th-level paladin can disrupt an enchantment or illusion spell of 3rd level or lower without needing to make an ability check.

## AURA OF AWARENESS

Starting at 7th level, you and friendly creatures within 10 feet of you can see through illusions as if they successfully examined them. This effect is only active while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

## INFALLIBLE STRIKE

Beginning at 15th level, you can choose to hit with a weapon attack even if you would have otherwise missed. You make no attack roll and your damage cannot be resisted by the creature when making this attack. Once you use this ability, you can't use it again until you finish a long rest.

## FORM OF TRUTH

At 20th level, you can assume the form of an all-knowing being. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain the effects of the spell *true seeing*.
- You and creatures within 30 feet of you gain advantage on Wisdom (Insight) checks to see if a creature is telling the truth.
- You can use your reaction to teleport up to 120 feet toward a creature that you see cast a spell. You immediately make an attack against that creature, if the attack hits, that creature has disadvantage on their concentration check. Failure on the concentration check causes the spell to fail.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

## DREAMWALKER

Rangers are experts and masters of all sorts of domains. Exploring the natural realm comes easy to most rangers, but there are planar rangers that seem to have no more difficulty surviving in some of the strangest and most hostile planes out there. Few are dedicated and patient enough to master the realm of dreams, as a realm that straddles the line between the material plane, the ethereal plane, and the far realms, it's a powerful ally once mastered.

## DREAMWALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dreamwalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### DREAMWALKER SPELLS

Ranger Level	Spell
3rd	<i>comprehend languages</i>
5th	<i>Nystul's magic aura</i>
9th	<i>Leomund's tiny hut</i>
13th	<i>arcane eye</i>
17th	<i>legend lore</i>

## ESOTERIC EXPERIENCE

Starting at 3rd level, your experiences of the weird and esoteric easily allows you to recall knowledge and extrapolate your experience. You can add your Wisdom modifier, in addition to your Intelligence modifier, to any Intelligence (Arcana, Nature, or Religion) check.

## TRAINED PERCEPTION

At 7th level, you have trained your mind to perceive reality over illusion. You have advantage on any saving throw or ability check made to see illusion and on any saving throw against effects that would cause you to be frightened, charmed, or otherwise lose control of your own actions.

## OPPORTUNISTIC STRIKE

At 11th level, you're able to quickly gauge an enemy's weakness. When you roll initiative, you can choose one creature you can see and make an Intelligence (Arcana, Nature, or Religion, chosen by DM) check contested by the creature's Charisma (Deception). On a success, if the first attack on your next turn hits the creature it is a critical hit.

## PREEMPTIVE BRACING

At 15th level, when a Favored Enemy hits you with an attack, you can use your reaction to negate some of the damage. Before the target rolls its damage, you can choose to expend any number of hit dice and ignore an amount of damage equal to the total rolled + your Wisdom modifier.



## SHADOW STALKER (ROGUE ARCHETYPE)

The best targets are the ones filled with fear. The darkness you cast behind you can be used as a weapon. It can exist without you. The shadow that follows you every day is a tool to be used. It is not simply a trick of the light; it has value as a weapon. Its very nature exudes a vile presence if you know how to manipulate it. You can touch the fear in anything and anyone.

### LIVING SHADOW

Starting at 3rd level, you can use your shadow to strike at your enemies. Your shadow counts as a melee weapon with a 20-foot reach that cannot make opportunity attacks. This weapon deals 1d6 psychic damage and has the finesse property. You are considered proficient with this weapon.

As a bonus action, you can make a contested ability check against a target within reach of your shadow. You make a Dexterity (Stealth) check against their Wisdom (Perception) check, and if successful, your next attack against that target has advantage. Once a creature has failed this ability check, they automatically succeed against all checks against this feature for the next 24 hours.



### EDGE OF FEAR

Also starting at 3rd level, you can strike the shadow of your enemy instead of their physical body. Whenever you use your Sneak Attack to deal damage, you can choose to forgo the damage and instead inflict the frightened condition on a creature if it does not succeed on a Wisdom saving throw. The DC for this effect is 13 + half your Rogue level (rounded up). This effect lasts until the end of your next turn.

Starting at 9th level, this ability lasts until the end of the turn after next.

### SPREADING TERROR

At 9th level, your sneak attack applies to creatures that are frightened, even if the other effects to trigger your sneak attack don't apply. When you use your Sneak Attack against a creature under the frightened condition, you can target another creature within your shadow's reach. The second creature must make a Wisdom saving throw against your Edge of Fear feature or become frightened until the end of your next turn. You can use this feature twice per short or long rest.

### FLOWING DARKNESS

Starting at 13th level, your shadow deals 2d6 psychic damage. Additionally, your shadow can interact with objects as though you were standing beside them, as long as they're within reach of your shadow.

### CREEPING KILLER

When you reach 17th level, your shadow can fully separate from you, has a reach of 60 feet, and deals 3d6 psychic damage total. While separated, you can see through the shadow as though you were standing at any point within its reach, allowing you to attack or interact with targets you cannot see. When you use your shadow to attack a creature who has the frightened condition, you can attempt to kill them instead of using your Sneak Attack feature. If the creature has less than 80 hit points it dies. You can use this feature once per long rest.



## BLOODLINE OF DREAMS

So many creatures are tied to the dream realms, it's unclear when or where their influence entered your lineage. Their presence has always been felt by you. As a child you could control your dreams to a degree, and adults thought you were lying or overly imaginative, which is why you turned to your thought - to - be imaginary friend.

## IMAGINARY FRIEND

Starting at 1st level, you gain an imaginary **homunculus**<sup>MM</sup> friend from the dream realm. Your friend has the aberration type and is invisible to other creatures, unless the creature has the ability to see invisible creatures. Your friend adds your proficiency bonus to attack rolls, ability checks, and saving throws it makes. Your friend acts on its own initiative. If your friend dies, it returns to you after you complete your next long rest.

## FRIEND LIKE ME

Starting at 1st level, your imaginary friend can cast the following spells as a bonus action: *dancing lights*, *light*, *mage hand*, *mending*, or *prestidigitation*. Once it casts one of these spells, it can't cast the same spell again until you complete a short or long rest.

## OUT OF NOWHERE

Starting at 6th level, while casting a spell you can expend 3 sorcery points to cast the spell through your imaginary friend if they are within 100 feet of you. All other requirements for casting the spell count as though you were standing where your imaginary friend is standing.

## HELP ME OUT HERE

Also beginning at 6th level, your imaginary friend adds twice your sorcerer level to its hit point maximum, and as an action you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Additionally, whenever you cast a spell, your imaginary friend can use its reaction to move up to its speed.

## FLIGHT OF THE IMAGINATION

Starting at 14th level, as a bonus action, as long as it isn't incapacitated, unconscious, or dead, your imaginary friend can lend its own strength to yours.

When you use this feature, your imaginary friend disappears completely, and you gain the following benefits until you dismiss the effect as a bonus action, you're incapacitated, or you die:

- You gain a flying speed of 40
- You can't be charmed or poisoned and you are immune to poison damage.
- If you don't have darkvision, you gain darkvision out to a range of 60 feet, or you increase your existing darkvision by 60 feet.
- You gain temporary hit points equal to your imaginary friends' total hit points. When you run out of temporary hit points, the benefits granted by Flight of the Imagination end immediately.

Once you use this ability, your imaginary friend is gone, as though killed, and it returns as normal when you complete your next long rest.

## POWER OF IMAGINATION

Starting at 18th level, you can use your action to make your imaginary friend become manifest. Choose a creature of CR 6 or lower. For 1 minute, your imaginary friend becomes a copy of that creature, except it adds your proficiency bonus to attack rolls, ability checks, and saving throws it makes. You can use this feature twice, regaining all uses after completing a long rest.



## NIGHTMARE COURT PATRON

The brightest light casts the longest shadows. There must be a counterbalance to the light and airy world of dreams. Nightmares once existed simply to highlight the brightness of sweet dreams. However, like many dark entities, existing solely for the value of someone or something else could never be enough. The Nightmare Court stands as a grim reminder that not all within the realm of dreams is warm and friendly. They exist as order against light hearted chaos. They prey on fear and weakness; they devour the strong emotions of the dreamers. The Court is beyond understanding, a collection of ideas and thoughts that pervert the very nature of the dream. Those who have been touched by them understand that order comes through awakening. And awakening comes through enduring the most vile of your creeping nightmares.

## EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>cause fear</i> <sup>XGE</sup> , <i>dissonant whispers</i>
2nd	<i>mirror image</i> , <i>see invisibility</i>
3rd	<i>bestow curse</i> , <i>hypnotic pattern</i>
4th	<i>confusion</i> , <i>phantasmal killer</i>
5th	<i>dream</i> , <i>dominate person</i>

## BONUS PROFICIENCIES

Starting at 1st level, you learn one language of your choice. You also become proficient in the Deception skill if you are not already. If you are already proficient in the Deception skill, your proficiency bonus is doubled for any ability check you make that uses that skill.

## TANGLED WEB

Also starting at 1st level, you are able to sense the latent fears and worries of a creature. As a bonus action, you reach for the creature's mind. The creature must succeed on a Wisdom saving throw against your spell save DC or you learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are.

For the next minute, you can sense deeply buried emotion in the creature, but not the source of it. You can sense guilt, fear, worry, or anxiety. Once a creature has succumbed to this effect, you gain advantage on any Wisdom (Insight) check you make against it for the next 24 hours.

## CROWN OF IRON

At 6th level, your knowledge of the Court provides you with special defenses against mind altering magics. You have advantage on saving throws against enchantment spells and effects.

As a reaction, if you fail a saving throw against one of these effects you can instead put yourself to sleep. You fall unconscious until the end of your next turn. You can use this ability twice and regain all uses after a long rest.

## AWARE DREAMER

Beginning at 10th level, while you are unconscious, you can still perform simple functions. For 1 minute after you are unconscious, you can move, take the Dash, Disengage, Dodge, or Hide actions. You can also use your object interaction, causing this effect to end immediately afterward. If you are unconscious from being reduced to 0 hit points, you still make death saves as normal. Once you have used this ability, you cannot use it again until you finish a long rest.

## A GIFT FROM COURT

At 14th level, whenever you finish a long rest you awaken with a blessing from the Nightmare Court. Roll a on the Courtly Gift table to determine which gift you take with you for the day. You can only receive a gift once every 12 hours.

## COURTLY GIFT

- | d6 | Effect  |
|----|---|
| 1  | <b>Morpheus' Intuition:</b> As a reaction, when a creature you can see casts a spell that requires concentration, you can force them to make a DC 15 Constitution saving throw to maintain the spell. You may use this ability once.  |
| 2  | <b>The Dancer's Performance:</b> You can cast the <i>danse macabre</i> <sup>XGE</sup> spell without using a spell slot. You can use this ability once.  |
| 3  | <b>The Comfort of Hypnos:</b> As a reaction to having an enchantment spell cast on you, you may deflect that spell to another creature within 60 feet. If the spell is deflected you take control of it and the spell now uses your spell save DC. You can use this ability once. |
| 4  | <b>Rainbow Venom:</b> You can cast the <i>suggestion</i> spell without using a spell slot. This version of the spell lasts up to 24 hours. Once a creature fails its saving throw against this spell, this ability cannot be used again.  |
| 5  | <b>The Terror of Mullonga:</b> You have immunity to the frightened condition. As a reaction when a creature within 60 feet succeeds on a saving throw against an effect that causes fear, you can force them to reroll with disadvantage.   |
| 6  | <b>The Nightmare Itself:</b> Your attacks and cantrips deal psychic damage instead of their normal damage type.   |



This archetype is provided with permission by  
“Weird Dave” Coulson from the supplement  
*Codex of the Infinite Planes - Volume X: Plane of Dreams.*

## SCHOOL OF ONEIROMANCY

The Plane of Dreams holds an untapped well of potential power, or so claim the wizards who study the school of oneiromancy. There, the dreams and nightmares of all creatures converge, forming a swirling vortex of potential energy just waiting to be harnessed and controlled. Straddling the border between illusion and enchantment, wizards who focus on oneiromancy seek to capture the latent dream energy that leaches into the Material Plane for their own purposes. They may start out as specialists in sleep, but eventually their power grows to encompass the unlimited potentiality of dreams and nightmares.

### ONEIROMANCY SAVANT

Beginning when you select this school at 2nd level, you learn the *drowsiness* cantrip if you do not know it already. It does not count against the number of cantrips you know.

### SLEEP MASTER

Starting at 2nd level, you can utilize the *sleep* spell to greater effect than other wizards. You add the *sleep* spell to your spellbook if it was not there already, and your casting time for the *sleep* spell is 1 bonus action. When rolling affected hit points for the *sleep* spell add your wizard level to the total result.

Additionally, when you cast *sleep*, you can choose to take the maximum result of affected hit points rather than roll, adding your wizard level to the total. You must finish a long rest before you can use this part of the feature again.

### DREAM REACH

Starting at 6th level, you learn to reach into the minds of intelligent creatures to draw upon their unconscious dreams and invoke a specific effect. As an action, choose a target within 60 feet that you can see with an Intelligence of 4 or greater. The target must succeed on a Wisdom saving throw against your spell save DC or you reach

into their mind, targeting their dreams, and can invoke one of the following effects:

- Charm.** You pull up pleasant dreams of satisfactory fulfillment. The target suffers disadvantage on Charisma saving throws and ability checks for 1 minute.
- Fear.** You dredge up a nightmare from the target’s dreams. The target suffers disadvantage on Wisdom saving throws and ability checks for 1 minute.
- Knowledge.** You manipulate images and memories within the target’s dreams, twisting what they think they know. The target suffers disadvantage on Intelligence saving throws and ability checks for 1 minute.

Whether the saving throw succeeds or fails the target is unaware of the dream manipulation. You must complete a short rest before you can use this feature again.

### SLUMBERING ARCANA

Beginning at 10th level, when you target a sleeping or unconscious creature using a spell or class feature that requires a Charisma, Intelligence, and Wisdom saving throw, the target makes the saving throw with disadvantage.

### DREAM STATE

Starting at 14th level, you can move bodily into a dream state that straddles the line between your plane and the Plane of Dreams. As an action, you enter the dream state. The dream state lasts for 1 minute, or until you end it early or you become unconscious, and while in the dream state you gain the following features:

- You become invisible. You can use a bonus action to become visible or invisible again.
- You can use the Dream Reach feature as a bonus action once per round, choosing different targets for each round.
- Targets with an Intelligence of 4 or higher suffer disadvantage on any saving throw made against one of your spells.

You must complete a long rest before you can use this feature again.



## DREAM FEATS

### LUCID DREAMING

*Prerequisites: Intelligence and Wisdom scores of at least 12.*

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain 5 additional dream notes when you enter the dream realms. Choose two new dream powers and add them to the list of dream powers you know.
- If your silver thread that tethers your mind to your body would be severed, roll 1d20. On a 10 or higher, it is not severed. Once you've benefited from this effect, you cannot benefit from it again until you complete a long rest.

## DREAM MAGIC ITEMS

### MIRROR OF DREAMS

*Wondrous item, legendary (requires attunement by a spellcaster)*

This small (10 inch diameter) silvered glass mirror is set into an ornate frame, usually gold or mithril. The mirror allows the user and up to seven other willing targets to be drawn bodily from the Material Plane into the Dream - Realms on a voyage into the dreams of the creature the user designates. Users travel through a swirling sea of thoughts, desires, and emotions created by the minds of dreamers everywhere to reach their destination dreamscape. The journey through the dreamscape to successfully reaching the targeted creature's dreams takes one hour. At any time during the duration of the journey, the user can end the journey, arriving back in the Material Plane. Mindless creatures cannot use the mirror of dreams, nor can creatures that cannot dream.

The connection between dreams and reality is inherently tenuous, and your ability to arrive precisely where you mean to is dependent on your familiarity with the dreamer you're trying to find. To determine how accurate your arrival is at the end of your dream travel, roll 1d100 on the following table.

	On Target	Off Target	Similar Area	Mishap
Very familiar	1-97	98-99	100	-
Somewhat familiar	1-94	95-97	98-99	100
Known creature	1-88	89-94	95-98	99-100
Not well known	1-76	77-88	89-96	97-100
False Identity	1-2	2-10	10-92	93-100

The user and those accompanying them can remain in the Dream - Realms for up to 16 hours in total, or until the target creature's dream ends, whichever occurs sooner. At the end of that time, if the individuals have not left the Dream - Realms, they will be returned to the Material Plane in a random place within 500 miles of their original location. Alternatively, if the target creature so chooses, they may



bring you with them to their location in the Material Plane when they awaken, provided they awaken while the user is still within the mirror of dreams and the target creature's location is within 500 miles of the dreamer's original on the Material Plane. The Mirror of Dreams remains in the user's possession throughout their journey into the Dream - Realms and their return to the Material Plane.

## FIGURINE OF DREAMS

*Wondrous item, rare (requires attunement)*

This cloth figuring, usually of a humanoid or totemic animal, provides the dreamer with protection from attacks through the Dream - Realms. The user cannot be affected by creatures or abilities that affect or access their dreams and is treated as an elf with regards to magic that would put them to sleep.

The protection lasts for as long as the user wills. Should the user choose to drop the protection while in the Dream - Realms, it cannot be resumed while dreaming, and the user becomes vulnerable to dream - related attacks and interactions. In the Dream - Realms, an individual using the figurine appears as a statue, and cannot be affected by the effects of that plane.

## TERRACE GARDEN NIGHTMARE RING

*Ring, rare (requires attunement)*

This ring is a solid band of lapis lazuli. When worn, it causes the wearer to experience a recurring nightmare every time they sleep for more than 1 hour with the ring on. The nightmare is vivid: the wearer is engulfed by a sperm whale while clinging to a floating barrel on a stormy sea. After being swallowed whole in the nightmare, the ring wearer awakens, no worse for the wear.

## FAMILIARITY

"Very familiar" means that you have viewed or entered the target creature's dreams via some means within the past 24 hours.

"Somewhat familiar" means that you have viewed or entered the target creature's dreams at least once in the past.

"Known creature" means that while you know the creature whose dream you're attempting to enter, you have not viewed or entered their dreams before.

"Not well known" is a creature you have heard and know by name and true identity, but have never met.

"False identity" means that whether or not you have met the creature, you know it only through a false identity.

**On Target.** You travel to the correct creature's current dream.

**Off Target.** You travel to an area near the target creature's current dream on the Ethereal Plane.

**Similar Area.** You travel to a similar creature's dream within the Dream - Realms.

**Mishap.** You and anyone traveling with you experience a mishap during travel. Each character takes 1d10 points of damage and you must reroll on the table to see where you and your companions end up. For these rerolls, roll 1d100 + 20. Each time "Mishap" comes up, the travelers take more damage and must reroll to see where they end up.

The user and those accompanying them can remain in the Dream-Realms for up to 16 hours in total, or until the target creature's dream ends, whichever occurs sooner. At the end of that time, if the individuals have not left the Dream-Realms, they will be returned to the Material Plane in a random place within 500 miles of their original location. Alternatively, if the target creature so chooses, they may bring you with them to their location in the Material Plane when they awaken, provided they awaken while the user is still within the mirror of dreams and the target creature's location is within 500 miles of the dreamer's original on the Material Plane. The Mirror of Dreams remains in the user's possession throughout their journey into the Dream-Realms and their return to the Material Plane.

## BLUE LOTUS

It was once believed that the blue lotus was a mythical flower existing only in ballads and legends. However, patches of it have been discovered growing in remote areas, usually high in the mountains and far from civilization. The blue lotus is said to resemble an orchid more than a common lotus, with thick, fleshy, dark-veined petals ranging in color from sky blue to nearly black. The flower is even more curious for its lack of fully developed roots. The legends say this is because the blue lotus only grows deeply enough to affix itself to the soil before its roots vanish into the Dream - Realms, from whence it draws its sustenance. Blue lotus only bloom for two to three days each year, making their petals, which are prized as components in many dream spells, extremely rare.

## DREAMWILLOW

Dreamwillows are strange cousins to the more common weeping willow. These unique plants are usually found along the banks of rivers, spilling their long, blue - green fronds into the stream. The bark of the dreamwillow is moist and black. When dried, the bark turns light and flaky, and herbalists often grind it into a fine powder to treat headaches, fits of insomnia, and even melancholy. Dreamwillow bark is also a necessary component in many dream spells. Unfortunately for those who would practice such magic, the tree is rare, and its use is not without risk. A spellcaster making use of dreamwillow bark runs the risk of falling prey to their own spell. Each time a spellcaster uses dreamwillow bark as a spell component, roll 1d100. If the roll is less than or equal to the casting level of the spell, it is as if the spell is simultaneously cast upon the spellcaster at the same time it is cast upon the spellcaster's target. The spellcaster can still make a saving throw against the spell, if the spell allows a target to do so.



## DREAM POWERS VARIANT

Dream powers are abilities you have access to that allow you to manipulate the dreams of other creatures, as well as the dream realms themselves. Dream powers are activated by making an Intelligence check. If your character is proficient with Intelligence saving throws, then they are also proficient with this check. If the character making this check is the dream seed, they have advantage on this check.

Each of the following powers list their name, the DC of the check required to use the power, and a description of the power itself. A character does not immediately know a power. Should they ask if they can perform an action that's similar to one of those below, or if they witness another creature use such a power, they can then attempt to use it themselves at disadvantage. Once they've used it, they no longer have disadvantage on that check.

When a power is successfully used, the character expends a dream mote. If a dream power says you can concentrate on it, you only need use a dream mote once, and it is subject to the same rules as spells for maintaining concentration. Powers can be used in the realm of nightmares as well, however the results are always twisted by the malignant nature of that realm.

**Alter Dreamscape (DC 20).** The scene in a dreamsphere is always decided by the seed. Whatever location they dream of, that's where you are. This power allows you to explore further away from the dreamer. Instead of being in a dining room, you could try and explore a nearby kitchen (if one exists). Likewise you could use it to change a small detail about the world around you, such as replacing silverware with worms.

**Alter Perception (DC 13).** You erase the sight, smell, or sounds, of a single creature you can see as long as you concentrate on this ability. Additionally, you can choose to erase two of these traits (DC 15), or all traits (DC 17).

**Befuddlement (DC 20).** One creature you can see forgets they're in a dream as long as you concentrate on this ability. Alternately, you can use this to wake up the dreamseed of the dreamsphere you are in. Your check has disadvantage when trying to wake the dreamseed.

**Control (DC 25).** A creature, which you must be able to see, is affected by the dominate monster spell as long as you concentrate on this ability.

**Twist Dreamstuff (DC 20).** An area filling a 20-foot-radius sphere is twisted, becoming functionally like the realm of nightmares. If used in an area of nightmares, it becomes like the dream realms.

**Ego Assault (DC 25).** A creature you can see is filled with great dread. They gain the frightened condition as long as you concentrate on this ability.

**Endless Slumber (DC 25).** The dreamseed does not wake up according to their biology, staying asleep for the next 12 hours in the real world. This can only be used on the dreamseed.

**Enter Dream (DC 30).** You can view all the nearby dreamspheres and move from your current location into one of those spheres.

**Fly (DC 15).** You gain a flying speed equal to your base walking speed as long as you concentrate on this ability.



**Competence / Incompetence (DC 15).** A creature you can see is filled with self-doubt or courage. As an action, you can grant them advantage or disadvantage on their next attack, ability check, or saving throw.

**Invulnerability (DC 15).** This power is a defense against mental assault. When a creature you're aware of uses a dream power, as a reaction, you can nullify the dream power before it takes effect.

**Muddle (DC 20).** This power forces something in a dream to function like the reality version of it. A talking cat loses the ability to talk. A flying person stops being able to fly. This lasts as long as you concentrate on it.

**Passage of Time (DC 15).** As an action, you advance the passage of time in the dream by 10 minutes. Alternatively, you can advance the passage of time in the dream by 30 minutes (DC 20), or an hour (DC 25).

**Polymorph (DC 30).** You change a creature or object you can see into a different creature or object. This functions as the *true polymorph* spell, lasting as long as you concentrate on the effect.

**Resist (DC varies).** When a creature you can see is targeted by a dream power, you can use your reaction to impose disadvantage on the power's DC for the user. The DC for this is the same as the DC of the power the creature is trying to resist.

**Sleepwalking (DC 25).** In the real world, the dreamseed begins walking about. Dreamers are not privy to what the body is doing. When using this trait, you can give a command to the dreamseed that their body will attempt to complete, provided they don't put their physical body at risk. This requires your action and concentration to maintain each turn.

**Slow (DC 13).** As an action, you reduce the speed of a creature or object by half. This lasts as long as you concentrate on the effect.

**Summon (DC 25).** You create an object or creature known to you within the dream. This is an illusory version of that thing, and although it appears real, it is not.

## DEATH

Dying in the dream realms works differently than it does on the mortal plane. First, you cannot die in the dream realms unless something severs your silver thread. Instead you lose a dream mote whenever you take any amount of damage. When you reach zero motes, if you are not in the nightmare realms, you wake up.

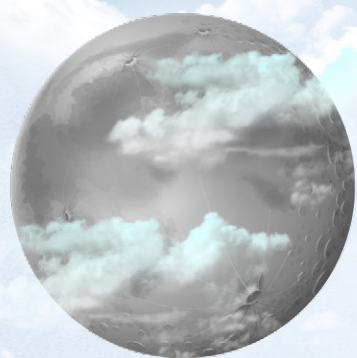
If you are unfortunate enough to be in the nightmare realms, instead you start taking damage as normal. If you reach zero hit points while in the nightmare realms, your body dies and your soul goes into the afterlife, leaving the dream plane.

## ADVENTURING IN THE NIGHTMARE LANDS

While in the dream lands, you are never really at risk. Even if monsters come to attack you, the pure raw power of the mind allows you to easily outclass opponents in combat. Because of this, you do not gain experience points while in the dream realms for defeating creatures (indeed, creatures dream every night and were it possible to gain experience in this way, the world would be brimming with level 20 characters).

On the other side of the Dreamwall, things are quite different. You can be attacked, and even killed. While you still have access to dream powers and dream motes, they can be used against you. Here, you earn experience points as normal.

Exceptions to these rules can exist, of course, and so your DM has the final say when overcoming a challenge in the dream realms or the nightmare lands.



# RUNNING THE DREAM REALMS

Are your players casting the spell *dream* or planning on piercing the ethereal border into the realm of dreams? Maybe they're being sent there by the Raven Queen to acquire a deep sorrow from a dream-sphere falling into oblivion, or rescue one of her shadar-kai agents in the Nightmare Realms. For whatever reason, this guide is here to help you.

## IN A DREAMSPHERE

First, determine which sort of dream the characters will be going into. The symbols are what imagery you should draw upon to create the dream. The events detail what is happening, and where it happens. Recurring details are what happens if the dreamer wakes and the same dream falls upon them later. Dissonance is what happens when the dreamer or creatures within the dream try to alter the dream.

## RECOLLECTION

The dream is designed to help the dreamer remember something they've forgotten.

**Symbols.** The symbolism should all be related to the thing they're trying to recall. Events. The events and location of the dream should be centered on the location where it happened. Locations should be focused, and limited.

**Recurring.** Locations and events should repeat. If the dreamer tries to leave an area, they find themselves back in that location.

**Dissonance.** Things that try to alter the events as the dreamer remembers instead causes the dream to try and push things back in position, even causing nightmares if needed.

**Example.** Someone might be dreaming about the time they were a child and found a key and a hidden door in a forest. Possible symbols of the dream are doors and keys, and the locations and events are centered on the forest.



## INTUITIVE

An intuitive dream should be tugging the character to think about what's happening now.

**Symbols.** Things that they feel emotionally strong about— items and people they care about—are all strong possibilities of symbolism.

**Events.** Events and locations should suit the meanings they're searching for in their dream. Locations should be limited unless they're revealing a new detail.

**Recurring.** The events of the dream repeat, but there's enough freedom in locations that the dreamer might not realize it's the same dream.

**Dissonance.** Things that don't align with how the dreamseed understands the world cause friction in the dream, even to the point of causing nightmares.

**Example.** The dreamer is worried about an upcoming risky battle. Their dream is a battlefield where they've already lost, scattered with empty suits of armor, all brandished with the markings of their kingdom. A castle sits in ruins. The only sign of the enemy is the commander of the opposing army standing on a hill they can never reach.

## PROPHETIC

The dream is designed to help the dreamer determine potential futures.

**Symbols.** Potential future elements, the duality of choices, and the murkiness of the future are all excellent symbols.

**Events.** Events and locations should lead from one location to another. The dream should be trying to tell a story.

**Recurring.** The start of the dream should always be the same. The direction the dream takes is up to the actions of the dreamseed.

**Dissonance.** Very little can cause dissonance in the dream, except trying to escape destiny. Trying to move away from the narrative the dream is trying to tell creates challenges. "The easy path" becomes the one of the prophecy.

**Example.** A red dragon is soon to awaken and destroy a city. In the dream, the dreamer might see a dark shadow clouding the city, which is currently on fire. However deep in the mountain, a noise stirs. As the dream moves away from the noise, it instead twists into a cavern full of treasure, focused on a sword inlaid with the design of dragons.

## NIGHTMARES

Inevitably, characters are likely to act in a way that causes a dream to create nightmares. In the dream lands, nightmares should be based on the things that the dreamseed fears. In the Nightmare Realms, the nightmares are an external force that invades and so they could be based on any fears possessed by any creatures within the dreamsphere.

## ENCOUNTERS

Check for encounters whenever you feel appropriate. A good example is when moving between regions within the dream plane (the dream realms, Nightmare Wall, Dream Well, Nightmare Lands, and dreamspheres being each of the regions). Tables are labeled based on which region the characters are in.

### ENCOUNTER TYPE

d6	Encounter Table
1-3	No encounter
4	Dreamsphere
5	Diaboli encounter
6	Nightmare encounter

When a dreamsphere is encountered, roll on the symbols, location, events, and dreamseed tables as needed.

### DREAM TYPE

d6	Dream Type (Dream Realms)
1-3	Recollective dream
4-5	Intuitive dream
6	Prophetic dream

Dreams have a 25% chance of being in the middle of a nightmare. This increases to 50% if the dreamsphere is stuck to the Nightmare Web, and 100% if the dreamsphere is in the Nightmare Lands.

### NIGHTMARE LANDS DREAM TYPE

d6	Dream Type (Nightmare Lands)
1	Recollective dream
2-5	Intuitive dream
6	Prophetic dream





## DREAMSPHERE DREAMSEED

### d6 Dreamseed

- 1 A child
- 2 A criminal
- 3 A hermit

### d6 Dreamseed

- 4 An artisan
- 5 A noble
- 6 An adventurer

## DREAMSPHERE SYMBOLS

### d20 Symbol

- 1 Keys
- 2 Artisan's tools
- 3 A weapon
- 4 Dragons
- 5 Coins
- 6 Breaking
- 7 Feathers
- 8 Roads
- 9 Fire
- 10 Fiends

### d20 Symbol

- 11 Earth
- 12 Tunnels
- 13 Undead
- 14 Death
- 15 Air
- 16 Fey
- 17 Gemstones
- 18 Doors
- 19 Food
- 20 Water

## DREAMSPHERE ENCOUNTER LOCATION

### d8 Location

- 1 A forest
- 2 A beach
- 3 A grassland
- 4 A mountain

### d8 Location

- 5 City / building
- 6 A swamp
- 7 A desert
- 8 Underground

## DREAMSPHERE ENCOUNTER

### d8 Encounter

- 1 An invasion
- 2 Casting magic
- 3 A gathering
- 4 Isolation

### d8 Encounter

- 5 New life
- 6 Flying
- 7 Swimming
- 8 Being chased

## DIABOLI ENCOUNTER

### d8 Diaboli Encounter

- 1 Cutting the web
- 2 Fending off nightmares
- 3 Searching for a dreamer
- 4 Help save a doomed soul
- 5 Dreams Come True
- 6 Defend the wall
- 7 Going home
- 8 Rescue me

## NIGHTMARE ENCOUNTER

### d8 Nightmare Encounter

- 1 Wake the dreamer
- 2 Ambush
- 3 Grasp of the council
- 4 Seeking secrets
- 5 A black parade
- 6 Eye see you
- 7 Arcane extraction
- 8 Fiendish protections



## DIABOLI & NIGHTMARE ENCOUNTERS

**A Black Parade.** The Night Parade has decided to show itself, they've begun preying on a dreamsphere. While most of the parade is holding the seed in place, their leader is within, summoning the deepest fears of the dreamseed.

**Ambush.** While travelling, a group of creatures has laid an ambush. Roll on the Ambusher Identity table.

### AMBUSER IDENTITY

d6	Encounter
1	A group of drifters (1d6 <b>hobs</b> or 2d4 <b>spellshadows</b> ) who have escaped from a dreamsphere.
2	1d4 <b>malfera</b> or <b>maelephant</b>
3	A <b>neh-thanlguu</b>
4	2d8 <b>secret seekers</b>
5	A <b>caligostro</b> or <b>gucubu loumara</b>
6	An agent of the <b>Night Parade</b> plus creatures under its control (roll on this table again)

**Arcane Extraction.** Nagpa have cracked open a dreamsphere and used their magic to pull magic spells directly from the mind of the dreamseed spellcaster. This extraction is taking a visible toll on the being, who looks like they're close to death. Meanwhile the dreamsphere leaks all of their worst fears as long as the Nagpa continue their ritual.

**Cutting the Web.** A **diabolus defender** by the name of Wex Sian Jakin Toll was using their halberd to shepherd empty dreamspheres toward the dreamheart. One of these drifted away and became caught in the Nightmare Web. Not wanting it to fall into the hands of the Nightmare Court, they want help cutting the web. Strands of Nightmare Web are resistant to damage from bludgeoning, piercing, and slashing damage, and are immune to poison damage. Each 5-foot

section of web has an AC of 20 and 50 hit points. Spheres move along the web erratically, so each time a web is severed, roll 1d20. On a 5 or lower, the sphere passed by before the strand was cut.

**Defend the Wall.** Nightmares are coming for the wall. 1d10 **diabolus defender** are ready to do battle, but additional forces are welcome. The invading enemies are [monster encounter].

**Dreams Come True.** Kel Hek Nar is a **diabolus dabbler** who has become enamored with the dreamer in a sphere they've studied. The dreamer is stuck in a recollective dream, but is unable to figure out what they are trying to remember. If the characters are unable to enter the dream, any shouts from outside the sphere are picked up by the dreamseed's unconscious mind.

**Eye See You.** **Nothics** have found a dreamer who fell asleep and died. Their soul doesn't believe they're dead, so their ghost is also within the dreamsphere. The nothics are searching for secrets before the ghost can accept their fate and the sphere would become empty.

**Fending off Nightmares.** A dreamsphere drifts lazily by, but the dreamseed within is visibly distraught. Black outlines can be seen, but their forms are muddled. Entering the dreamsphere makes the character's own fears more likely to manifest, but if they defeat the existing terrors, the dreamer could wake up.

**Fiendish Protections.** A **maelephant** stands guard near a stolen sphere. It's been anchored down, and carved with runes. It seems a devil has found an empty sphere, and is using it as a hidden lair. Dreamspheres that pass by are investigated and dreamers are offered contracts.

**Going Home.** A **diabolus** named Yurinthel Handcart is returning from a long stint on the wall and is too tired to continue defending dreamers and fighting nightmares. Aid in returning to Diabolar would be greatly appreciated.

**Grasp of the Council.** One of the members of the Nightmare Court has sent out **darkhoods**, along with other nightmares, to capture a specific dreamsphere from the Dream Lands. They're incessant and determined to get this sphere, and anyone stopping them will be declared an enemy of the council.

**Help Save a Doomed Soul.** A dreamsphere is falling towards the dreamheart. It doesn't have much time until it is utterly destroyed. Too late, a diabolus noticed the dreamseed is having a night terror, unable to wake, and needs saving.

**Rescue Me. Diablous dabblers and defenders** (1d4 each) were ambushed (roll 1d4 + 1 times on the Ambusher Identity table), and it is looking like they'll be wiped out without assistance.

**Searching for a Dreamer.** The diaboli are asking for assistance finding a specific dreamseed. Most mortals seem exactly the same to them and they need help locating their target. Characters can go from dreamsphere to dreamsphere looking for the dreamer.

**Seeking Secrets.** The secret seekers have insight from their lonely god: a dreamer is currently in a sphere, and the symbolism entirely gives away secrets they've been hiding. However, the seekers don't know where this specific sphere is, so they can be spotted flying from dreamsphere to dreamsphere from a distance, engrossed in their task.

**Wake the Dreamer.** A dreamsphere has been caught and is being drawn into the Nightmare Lands where they'll never wake up. However this dreamer has a particularly powerful mind and could free themselves if convinced they were dreaming. Their incredible ego has given them the idea they're invulnerable and in control of their dream, preventing them from wanting to wake up. The adventurers need to convince them it's all a dream before it's too late!



## DREAMS AND CAMPAIGN SETTINGS

### FORGOTTEN REALMS

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The Forgotten Realms have very rarely touched on the subject of the Plane of Dreams outside of one specific example: the Night Parade. A possibility for running a campaign against the Night Parade looks like this:

**Levels 1–5.** Adventurers are hired to deal with mysterious omens: rats fleeing the village or babies going missing in the night. The party responsible is a single member of the Night Parade, who seems to be more of an aberration than a humanoid.

**Levels 6–10.** The adventurers are asked to come back to the village when a strange obelisk inexplicably appears in the middle of town. This obsidian rock is causing everyone in town to suffer nightmares. The Night Parade is trying to cause a feyr to coagulate and break into the Dream Lands, allowing them to pass through when it does.

**Levels 11–15.** The Night Parade has taken special interest in whatever the adventurers are doing. A powerful member of the parade casts *dream* on each of the characters and begins asking questions about their most beloved relations. They use dream powers to cause images of these relations to manifest. They plan to attack the village while making it look like they're attacking the beloved of the adventurers.

**Levels 16+.** The Night Parade either wiped out the village or failed to do so. If they succeeded, they've set up a new nightmare city with an unstable portal above it to the Plane of Dreams. If they failed, they'll use their backup plan and kill all those the adventurers care for.

### EBERRON

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In the Eberron setting, the dream realms are a safe plane for the mental projections of mortal creatures to visit during their sleep. The dream realms of Dal Quor and the distant nightmare realms of Xoriat are so wildly different and unique, the idea of running a dream-centered campaign in Eberron is far beyond the scope of this book. However, if you are running a game set in Eberron it is recommended you get a copy of the 3rd edition book *Secrets of Sarlona* or *Exploring Eberron* for 5th edition.

### RAVNICA

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Ravnica has no particular ties to the dream realms, indeed it seems like this setting has a blank page for DMs to create whatever sort of dream plane they wish. Perhaps the guilds have learned of this plane, and want to exploit it's riches. Some examples of guild goals:

**Azorius Senate.** Judge Azor believes that the celestial courts that govern the universe can be scryed upon through the plane of dreams. By his order, mages of the Senate are ordered to begin an investigation and map the dream plane.

**House Dimir.** The plane of dreams can easily be used as a way of extracting information, or sharing it with agents, or so Lazav believes. He has dream-agents who are also researching how to assassinate creatures in their dreams.

**Rakdos.** They're always trying to provide entertainment or pleasure that cannot be found elsewhere. By mining the dreams of people, they can find what stimulates them (even those things customers might not realize) and sell it to them for an even greater profit.

**Gruul Clans.** The dream realms are known as the realm of war to many of the clan leaders, who view dreams as a way of playing out their battles before they commit to them in the real world. They also turn to the dream plane as a source of inspiration and guidance on where to raze next. Many in the clans have shared dreams, more than in the other guilds.

**Selesnya Conclave.** While everyone within the conclave venerates nature, the realm of dreams is a deeply holy place where anyone, from the biggest hydra to the smallest cat, are on equal footing. The dreams are seen as a binding force, erasing all differences between members. They look at the Plane of Dreams as just another aspect of nature.

**Orzhov Syndicate.** Members of the syndicate aren't all capable of dreaming, and so the humans who might be seen as food are instead turned to dreaming. By drinking a dreamer's blood or touching their soul, the vampires and spirits of the guild can peek into this realm, which for some becomes a heady drug they cannot get enough of.

**Golgari Swarm.** The swarm, united in their minds, revere Svogthir. But even Svogthir had to retreat after his defeats. It's suspected by some (a heretical thought) that the dream plane might be where he recuperated. Perhaps the lich stored his phylactery there. Perhaps he rebirths himself there now.

**Simic Combine.** The clades are unified in their understanding of what the dream planes are: just another realm of existence. Somehow, mortal souls project the mind there while sleeping, but that's simply a matter of replicating the effect via artifact or magic. There is nothing mythic or mystic about the realm and at some point their attention will be turned toward it. The rumor of the Night Parade in particular feels like it warrants sooner investigation.

**Izzet League.** The dragon, a master of magic, has spent time in the dream realms. And yet, the rest of the guild outside the Izmundi are forbidden from dabbling with magic that might lead them to those realms. The parun says that only those adequately prepared for the dangers found there are ready, but many young and inexperienced wizards dabble in viewing the realm from afar. While Niv-Mizzet knows they do this, as long as they limit themselves to divination magic, it's a satiated curiosity instead of a dead student.

**Boros Legion.** Messages from heaven, prophecies, are rarely told in the light of day.

Only during dreams, when symbols carry meaning, are the words of the gods brought to mortal eyes and ears. Absolute trust is placed in the angels themselves, but as implements of war, they lack the subtlety that some members seek. Looking into the dream realms by dreaming is the preferred method, but some spells have been developed to force the journey in times of need.

## RAVENLOFT

The domains of dread were some of the earliest writings on the Nightmare Lands (including a supplement named as such). Working the Council into your campaign should be an easy task.

**Levels 1–5.** People across the village have had strange nightmares. When they're dreaming, their bodies dance as though possessed, placing them in imminent danger. Their dance is actually a prophecy, and if interpreted correctly and the threat stopped, their dancing will cease.

**Levels 6–10.** One of those who danced calls the adventurers back to their village. After the dancing stopped, they had new nightmares of being locked in a tower of mind-bending infinite dimensions. Somehow, they always arrive at the coffin of a man who may be dreaming or dead. He wants something, but they have no idea what or how to give it to him.

**Levels 11–15.** The Nightmare Court has taken an interest in the adventurers. Drawing the party in during their next long rest, they pull them into the Nightmare Lands. The only council member who disagrees is Mullonga. The stained glass chapel depicts the characters escaping her streets and so they release them there, just to see what happens.

**Levels 16+.** Adventurers will eventually do something to anger the Council. Thus they're drawn back in with the caveat: they'll be killed in their sleep and their souls taken by an ancient hooded one unless they can escape the Nightmare Lands. Secretly, the Ghost Dancer helps them with a prophecy via her performance.

## OTHER

None of these realms were the first to depict the Nightmare Lands, the Dream Plane, or indeed any of the content presented here. Most of it comes from the original *Master Set* and *Immortals Set* beginning with the diaboli. These noble creatures can serve as the patrons for an entire campaign:

**Levels 1–5.** Caught in a shared nightmare, the adventurers must fight off low level feyrs. They are rescued by a group of diaboli, who aid them in taking the fight to a much more powerful maelephant.

**Levels 6–10.** In the waking world, feyrs begin to leak out. The adventurers can spend a few days hunting them down and destroying them. This brings them into contact with a warlock who has signed a pact with the maelephant from before. The adventure leads the characters to a crystal ball that, when broken, teleports their physical form to Diabolar.

**Levels 11–15.** The maelephant has a lair in the Nightmare Realms. With the help of the Diabolar from before, the characters must search a few “lonely rocks” looking for it. When they do find it, an epic battle occurs. If the evil creature is defeated, it returns to hell only to move onto the mortal plane to attack the players where they least expect it. If it loses but escapes, it does the same. Either way, the adventurers cannot defeat the creature here.

**Levels 16+.** The party needs to track the fiend down, kill it on a mortal plane to banish it back to hell, and then travel to hell to finally kill the creature lest it return to attack the diaboli again in six hundred and sixty six years. One of the diaboli that the adventurers have befriended takes up this cause on behalf of their people, joining the party in their endeavour.



## DREAMS, AN ACADEMIC VIEW

Dreams are the stories the unconscious mind composes in the depths of rest, though we know not where these stories come from. Some theorized dreams are simply the rationalizations of the sleeping mind, trying to make sense of whatever strange signals and senses flow through the body when at rest. However, dreams may also be heavily influenced by the thoughts of the conscious mind as one drifts to sleep.

Most sentient creatures are not simple, flat caricatures that are easily understood at a glance, but instead are multifaceted beings with thoughts, beliefs, and motivations that run more deeply than even they may be able to perceive. For this reason, the mind and personality are divided into several aspects, the Persona, the Shadow, the Anima and Animus, and the Self.

### PERSONA

If you were to ask the most charismatic bards in the world, they could tell you with ease that in order to get along well with people, one must be capable of juggling many masks. While these masks may be literal for some bardic schools, the figurative meaning runs deeper; in order to get along well in society, one must be adaptive in order to get along with other people in harmony. This collective of outward-facing behaviors is known as the 'Persona,' a construct designed for personal convenience in social interaction.

### SYMBOLS OF TRANSFORMATION

Many of the writings on dreams in this chapter are based on the works of Carl Gustav Jung, the psychiatrist and psychoanalyst who founded analytical psychology. Though his thoughts on dreams and the unconscious mind conflicted in many ways with his peers, like Sigmund Freud, Jung's theories are an excellent jumping-off-point writing about dreams from a creative and symbolic standpoint. Furthermore, if you want to explore your party's dreams without dipping into their latent sexual taboos, you'll find more mileage with the works of Jung than you would with Freud.

### SHADOW

If the Persona is the part of one's self they push to the forefront, the 'Shadow' is the part buried most deeply, where one cannot consciously detect it within themselves. The Shadow is most often seen reflected in others, in the most negative of ways; if a person loathes to see vanity in others, it may be a reflection of their own vanity; if a person holds a deep hatred of cowardly acts, it is likely that they fear their own cowardice. The Shadow is not an 'evil side' of a person, nor is it something that should be locked away or destroyed, but instead it is an aspect of the self that should be acknowledged and dealt with. Light and shadow cannot exist without one another and only experience their full value in the presence of one another.

### ANIMA AND ANIMUS

The concepts of the 'Anima' and 'Animus' are, on the surface, rather shallow; they are often described as a gentle "feminine" side and a tough "masculine" side. However, even without gendering these concepts, it is true that many behaviors exist in contrast with one another, such as compassion and selfishness, receptiveness and assertiveness, nurturing and protecting, intuition and rationality, fluidity and rigidity. Many sentient creatures seek out the traits that stand in contrast to their own. While this may be interpreted by some as seeking an ideal mate, it is also a vital aspect of seeking friends and allies to bolster one's own weaknesses.

*As far as we can discern,  
the sole purpose of human  
existence is to kindle a light of  
meaning in the darkness of  
mere being.*

*Carl Gustav Jung*

## SELF

The 'Self' is the whole of the person, with all of its parts and potential. Though aspects like the Persona and the Shadow may seem clearly delineated from one another, they all coexist within the Self, more often in conflict than in harmony. This conflict can be a source of stress. For example, one who identifies too closely with their own Persona, or 'believes their own hype,' may stunt their emotional growth. Likewise, one who denies the aspects of their Shadow cannot improve themselves.

There is some belief that the process of dreaming, without any external stimuli, is a journey taken by the psyche in order to bring the conflicting aspects of the Self into accord with one another. This process, called 'individuation', allows the resting mind to address the parts of itself that are hidden, or the masks that are blindly accepted to be true, and incorporate them into a more balanced whole.

## THE DREAM SPELL

Dreams are not always free of external stimuli. Though arguments could be made for the existence of prophetic dreams being influenced by nature, deities, or the collective unconsciousness of all sentient creatures (more on this later), one undeniable influence upon dreams is the magic spell itself, *dream*.

This spell allows its caster to actively shape the dreams of a creature of their choosing while they sleep. They can shape the environment within the dream world much like a sculptor would shape a lump of clay, crafting vast landscapes, realistic objects, or whatever bizarre imagery one might imagine. Furthermore, the *dream spell* allows the caster to send themselves or another messenger into the dream, who may appear as themselves or as any manner of creature. This messenger may even be a monstrosity, sent to terrorize the dreamer, inflicting nightmares and suffering upon them.

*"The dream is often occupied with apparently very silly details, thus producing an impression of absurdity, or else it is on the surface so unintelligible as to leave us thoroughly bewildered.*

*Hence we always have to overcome a certain resistance before we can seriously set about disentangling the intricate web through patient work. But when at last we penetrate to its real meaning, we find ourselves deep in the dreamer's secrets and discover with astonishment that an apparently quite senseless dream is in the highest degree significant, and that in reality it speaks only of important and serious matters."*

Carl Gustav Jung



## ANATOMY OF A DREAM

Though most people dream up to six times per night, many dreams are forgotten entirely by the time they get out of bed. The ephemerality of dreams lends uncertainty to their meaning and message. It is difficult to interpret the meaning of a dream when one can't be certain of the details.

When running a dream sequence, this is a difficult aspect to manage. Whatever details you tell a player about a dream will be remembered as clearly as you told them, possibly even recorded in notes. Furthermore, the Keen Mind feat allows a user to recall information with the utmost clarity. When ephemerality cannot be achieved, ambiguity is the next best alternative.

Communicating information to an adventurer through dreams in anything less than a magically delivered message should be done in ways that require interpretation, thus leaving them open to misinterpretation.

For example, an adventurer may repeatedly dream of an open bird cage whilst on their quest to rescue a princess from the clutches of an evil villain. The cage might symbolize the palace she was taken from, or it might suggest that she's already escaped from the villain and is missing entirely. However, this line of thinking is predicated on the straightforward idea that the princess is the bird. If the party were to learn that the princess held an ancient power inside her that has been removed and is being controlled by the villain, the imagery of the cage is cast in an entirely new light: the princess wasn't the bird, she was the cage.

As the Dungeon Master, you must be very firm in the meaning of your symbolism from the outset. Decide early on what symbols you will use to communicate what messages so your use of them remains consistent. Your goal is not to use dreams to communicate the truth to the party, but instead, to give them a breadcrumb trail to follow to learn the truth. When revelations cast a new light on the interpretation of a dream, it should not be about retconning the imagery they have already been shown, but instead, allowing them to understand symbolism that they may have previously misinterpreted.

*“Between the mountains of safety and danger, there is a valley of creepiness, where the limits of our knowledge, and trust, and security, aren't very clear.”*

*Michael Stevens*

## CONSTRUCTING A DREAM

What does a dream require? Essentially, nothing. There is no clearly defined list of features that a dream must possess in order to qualify as a dream. It may be so vivid as to feature detailed descriptions of locales, weather, and facial expressions of people, or it may be so vague as to say one experiences the sensation of falling through nothing before jarring awake in their bed. However, just because there are no requirements for establishing what a dream is, does not mean that there aren't minimums for making dreams a meaningful contribution to the story you're trying to build.

## RECOLLECTION, INTUITION, OR PRECOGNITION

First you must establish if your dream is referencing something that has happened in the past, something that is currently occurring, or an event yet to come.

A 'recollective dream' is one that shows the dreamer imagery of something that has previously occurred. In a recollective dream, the imagery never changes, though the viewpoint may shift to offer previously unseen details. For example, the dreamer experiences a vision of the king being murdered by his brother. The fact that the king died at the hands of his brother is already an established fact. Further dreams may be viewed from different angles, perhaps revealing that the king drew a knife on his brother first. Or, the dreams may begin earlier, showing that in the minutes before the king's death, he had announced his intent to order a

massacre. Though the fact that the king was killed by his brother has never changed, nor the method of the murder, the details surrounding it have been revealed and cast a new light on the brother, perhaps as a savior of the people and not a bloodthirsty usurper.

Maintaining consistency across all views is vitally important when constructing a recollective dream. Though the viewpoint may change, certain details (the king's lion crest on his clothes, the weapon the brother used, the presence of guards in the room) must be persistent across all interactions with the dream. When any detail changes, the dream can no longer be relied upon to present accurate information.

An 'intuitive dream' is one that shows the dreamer imagery of something that is currently occurring in the world. Intuitive dreams can be used to establish a mental, emotional, familial, or spiritual connection between an adventurer and another figure in the world, be it a villain, a ruler, or simply an innocent bystander caught in the middle. Whether these dreams are literal or symbolic, they can be used to feed information to a party they might not have access to otherwise.

For example, a dreamer might see through their enemy's eyes and see troops marching up a mountainside. The party can now seek details to determine what mountain that was and can predict where the villain's army will attack next. In another example, the dreamer might see that the duchess is being politically pressured by someone trying to blackmail her and the party now knows she is acting against them, though not of her own free will. These details may have been things the party could have discovered through other routes, but an intuitive dream allows information to be presented directly, without the chance it might be missed due to a low Wisdom (Perception) or Charisma (Insight) roll.

Intuitive dreams do not necessarily have to be literal in nature. If established symbolism carries through several dreams, a party may be able to glean the necessary information even if it's told in an indirect manner. If the party has already figured out that the white wolf is the

symbol of their enemy, and the stag is the symbol of their ally, then seeing a wolf stalking a stag through the snow will give them a very clear idea that their enemy is about to strike.

A 'precognitive dream' is one that shows the dreamer imagery of an event that has not yet occurred. Precognitive dreams are especially useful for steering a party in the direction you would like them to travel; as long as they are already invested in the situation, you can present very clear and obvious hooks about events they need to address. Precognitive dreams also have the highest potential for creating stress, tension, and an atmosphere of horror, because even if you establish that they only show one of many possible outcomes of an event, for the sake of narrative, they'll generally show the worst possibility.

Precognitive dreams also place pressure on the party to try to change the future in hopes of averting whatever crisis they've been forewarned of. This can provide strong motivation for the party to act, but their success depends heavily on their own interpretation of the dream. Even if a dream is presented in literal imagery rather than symbolic imagery, the party may misunderstand the series of events that caused a specific outcome. For example, the party may see a precognitive dream that results in a queen clad in a black gown sitting on the throne, suggesting the widowed monarch will ascend after the death of her husband. The party focuses on defeating the villain's army and prevents the king's death on the battlefield, but the dream of the mourning queen remains, because they have not addressed the true predicted cause of the king's death.

## RECURRING DREAMS

An important part of constructing a dream is remembering that, unless you're trying to communicate a time-sensitive piece of information right away, you are not limited to a single event. Repeated dream sequences, focusing on the same subject matter, can give the dreamer more time to understand what imagery within the dream is important, and also allow you to slip more information in each time.

Recurring dreams drive home their importance to the dreamer, and as explained in recollective or precognitive dreams, the ways the dreams (or their viewpoints) change can be powerful tools for communicating new information.

## SHARED DREAMS

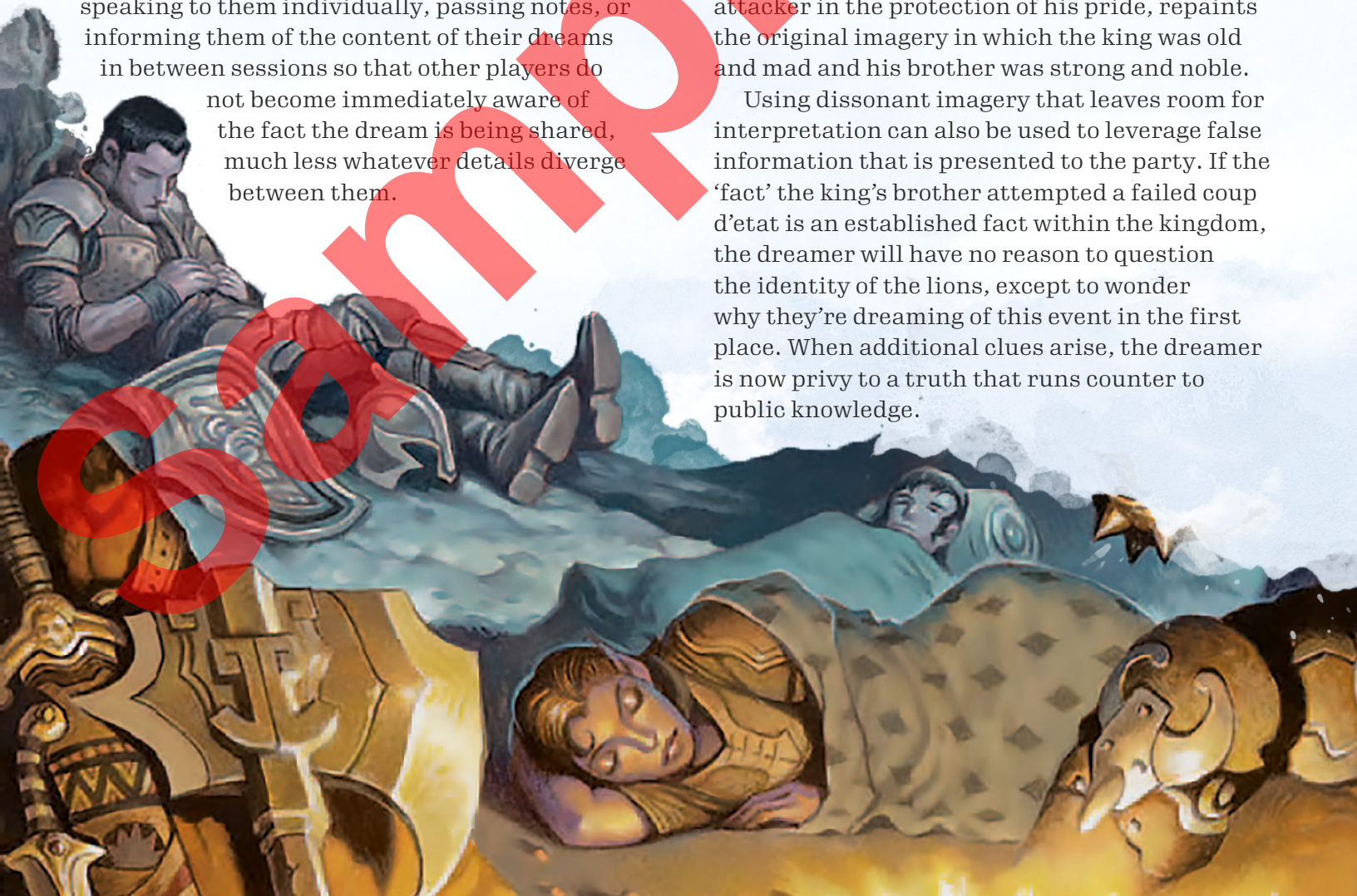
The realization that someone else is experiencing the same dream that you are can be shocking, or even unnerving. An adventurer may share a dream with someone else in their party, or they may be experiencing the same dream as an important NPC. Whether or not they see one another in the dream, or they're both experiencing the dream from the same point of view, may be pivotal details for the information communicated. Furthermore, minor changes in what one dreamer sees versus another, even if the overall theme of the dream is the same, can lead to a wealth of roleplay opportunities as the two converse and realize the ways their dreams diverge. When communicating a shared dream to two or more players, you may benefit from speaking to them individually, passing notes, or informing them of the content of their dreams in between sessions so that other players do not become immediately aware of the fact the dream is being shared, much less whatever details diverge between them.

## CREATING DISSONANCE

Even in the cold, hard truth of a recollective dream, not all details must be presented literally. Our previous example spoke of the king being murdered by his brother, whom we learn committed a terrible crime with the best of intentions. These images are clear and literal, and the only gap in interpretation comes from information that has not been provided immediately; if the dreamer were privy to the entire string of events, there would have been no question.

However, if the dream made use of symbolism rather than literal imagery, there is more room for (mis)interpretation. If instead, the dreamer dreamt of a proud lion overlooking their lands and being attacked by an older, thinner lion who stalked him with jealous eyes, the dreamer may form the interpretation of the king as the proud lion being attacked by a jealous betrayer. Learning more about the situation from witnesses, and seeing a longer vision of the dream in which the strong lion kills his feeble attacker in the protection of his pride, repaints the original imagery in which the king was old and mad and his brother was strong and noble.

Using dissonant imagery that leaves room for interpretation can also be used to leverage false information that is presented to the party. If the 'fact' the king's brother attempted a failed coup d'etat is an established fact within the kingdom, the dreamer will have no reason to question the identity of the lions, except to wonder why they're dreaming of this event in the first place. When additional clues arise, the dreamer is now privy to a truth that runs counter to public knowledge.



## COMMON EXAMPLES OF SYMBOLISM

**Water.** Though all of the elements may make meaningful appearances within dreams, water is one of the most flexible symbols. Water can come in many forms, be interacted with in many ways, and carry many messages. Crystal clear waters may be indicative of clarity, confidence, and understanding one's situation, while muddy waters may symbolize uncertainty, or that information is being obscured. Calm waters and turbulent waters might predict peace or inner turmoil. Consider the ways that the dreamer interacts with the water, being cleansed and comforted by a gentle rain, pursued by an overwhelming flood, or drowning in an endless ocean. Water is often symbolic of the dreamer's mental state.

**Fire.** Much like the symbol of death in the tarot, fire is a commonly misunderstood symbol within dreams. On its surface, fire is destructive, and yet, fire more often symbolizes renewal and rebirth. Though a depiction of a phoenix rising from the ashes may be a very clear and easily understood symbol, fire can also be depicted as burning away overgrowth and creating a land where new sprouts can grow.

**Flying and Falling.** Some of the most positive and negative aspects of dreams occur without one's feet planted firmly on the ground. Flight in dreams gives a sensation of freedom, and even for those who are not lucid dreaming, a sense that they are in control of their surroundings. It may also suggest an idea of escapism, being able to leave a bad situation at any time.

Falling, however, creates a sense of panic and helplessness. There is nothing the dreamer can do to change their situation, they are completely at the mercy of others, and depending on whether or not they can see the ground, an inevitable disaster may be rapidly approaching or terrifyingly surprising.

**Animals.** The symbolism of animals can be left open to a wide variety of interpretations, based off the cultural standards and personal preconceptions of the dreamer. There are some interpretations that are relatively standard; a flock of sheep symbolize weakness, people who huddle together in fear, knowing that one left

out on their own will be shown no mercy; bears tend to symbolize perseverance and enduring difficult times; birds are often symbols of freedom, though different connotations may be applied to different kinds of birds, like hawks, owls, crows, etc.

Because animals appear frequently in symbolism, their appearance in dreams may be making more literal references. The appearance of a stag could reference the Emerald Enclave, the appearance of a tiger, wolf, or bear might reference a Totem Warrior barbarian who walks those paths, or the appearance of a dragon might mean that the party is going to be dealing with an *actual* dragon.

## EXPLAINING DREAMS

When trying to communicate information to the party through symbology, it can be tempting to say to them directly, "The water you saw meant this." Try to avoid these kinds of forward explanations, or else you risk ruining the atmosphere of mystery and discovery that dream symbolism builds. However, if your players are so wildly misinterpreting their dreams to the point the dreams are useless, or worse, actively leading them astray from the plot, it may be time to get a little more direct.

Seeking out people who specialize in dream interpretation can be every bit as important as seeking out a fortune teller, diviner, or someone who reads lost languages. Dream analysts, who may double as fortune tellers, clergy, magic shop owners, sweet old ladies who read tea leaves, or any number of other types of NPCs, don't have to feed your characters all of the answers they seek, and can explain that their interpretations are not necessarily fact, but that they should only be used to help guide and provide clarity.

*“The 3 types of terror: The Gross-out; the sight of a severed head tumbling down a flight of stairs, it’s when the lights go out and something green and slimy splatters against your arm. The Horror; the unnatural, spiders the size of bears, the dead waking up and walking around, it’s when the lights go out and something with claws grabs you by the arm. And the last and worse one: Terror, when you come home and notice everything you own had been taken away and replaced by an exact substitute. It’s when the lights go out and you feel something behind you, you hear it, you feel its breath against your ear, but when you turn around, there’s nothing there...”*

*Stephen King*

## TWISTING DREAMS INTO NIGHTMARES

The concept of twisting a player’s actions or intent is one that many Dungeon Masters are comfortable with. After all, there is a reason that so many adventurers stress over the specific wording of the wish spell: if they carelessly wish for a million gold pieces, they might find themselves gruesomely crushed under a mountain of coin. As with many twists that a Dungeon Master can pull, these must be handled with the utmost care or else one risks seeming as though they are out to get the players, seeking their failure rather than providing obstacles for them to overcome.

The “gotcha” aspect of taking the character’s actions or intent and twisting them into something else can be a toxic element when overused. However, the realm of dreams is a space in which these elements can be twisted with ease, as most people do not have the expectation of lucid control over their dreams. Even if an adventurer has been established as a lucid, in-control dreamer before, wresting

control of their dreams from them and twisting them into nightmares is not an egregious abuse of power.

Turning a dream into a nightmare most often involves tapping into a person’s innermost fears and anxieties and subverting their assumptions. If an adventurer believes that they are safe, make them feel as though they are surrounded by threats. If an adventurer takes comfort in the support of their friends and allies, make them feel betrayed and abandoned. If an adventurer trusts someone, make them feel lied to. If an adventurer fears that they will fail in their goals, show them the myriad ways they could fail and the worst possible outcomes their failure could have for everyone around them.

## DISCUSSING FEARS WITH YOUR PLAYERS

Some people love scary stories. There are those who enjoy watching horror movies with the lights off, but also those who can’t stand them. Furthermore, even a “horror junkie” often has things that they do not enjoy. There are

a wealth of safety tools available for players to communicate their discomfort during roleplay (the X card, saying “cut” or “break”, etc.), but there is no substitute for keeping lines of communication open before play ever begins. In order to keep your players happy and comfortable (or at least within their own acceptable parameters of discomfort), and to keep your game flowing smoothly, you need to have a very clear understanding of what content your players are willing to engage with.

Lines and veils can be the most important pieces of information you have when trying to construct a horror atmosphere at your table. There is already a wealth of information on lines and veils available from other sources, so we will keep our definition brief: a ‘line’ is an element that a player is not comfortable interacting with under any circumstances, while a “veil” is an element that they are only comfortable having vague or brief interactions with. For example, a player who considers spiders to be a veil may not be bothered by the idea of their character walking through a cobweb, but would not be comfortable fighting a giant spider, or having a

small spider run across their arm. Meanwhile, a player who considers spiders to be a line would not want to hear about any remotely spider-like creatures existing within your world.

Take the time before or between sessions to have conversations with your players, either in a group setting or on an individual level. Tell them that you plan to incorporate some aspects of horror into your game, and some elements that they may find disturbing. Provide them with an open door policy, so that they can come to you at any time and tell you, openly or in private, what elements they’re uncomfortable with.

This is your time to listen and accept what you’re told, and not to argue or bargain. If a player tells you that they’re not okay with any manner of trauma related to eyeballs, it’s not the time for you to convince them that there will only be a little bit of eye poking. Being respectful of your players’ concerns means that they will stay seated at your table and be more willing to engage with your content, which should always be your goal as their Dungeon Master. Your goal is to traumatize the characters, not the players.





# DREAM BESTIARY

**T**here are many creatures in DUNGEONS & DRAGONS that have powers or abilities that allow them to interact with dreams in particular ways. As the DM, these creatures can help add consistency to dreams when outside the dream plane.

**Nightmare.** As a nightmare ages, the fire on it's hooves and mane glow with a hotter blue flame. When this happens, it can use it's Ethereal Stride feature to enter the Plane of Dreams, in the Nightmare Realms.

**Night Hag.** All night hags possess the ability to touch a sleeping humanoid and enter their dreams, twisting their dreamsphere into a horrific nightmare from which they cannot wake. Once the hag stops this, the dreamsphere returns to normal and the dreamer can wake up.

**Gold Dragon.** Most gold dragons can send creatures, physically, into the plane of dreams as long as they are within the dragon's lair. When this happens, it is generally a quick jaunt in and out with little danger to the teleported creature.

**Beholders.** A sleeping beholder creates minor warps in the material realm within 1 mile of its lair. However, a beholder's nightmares create major warps in reality. This draws material from the far realm, near the origin of all beholders. This draws a nightmare realm like region into existence around the beholder.

**Yuan'ti Nightmare Speaker.** The Invoke Nightmare feature of the nightmare speaker is deadly for most creatures. In addition to the psychic damage creatures take, there's always a chance to spawn a feyr afterwards. This process takes some time, which can be long after the encounter is over and all creatures have vacated the area.

**Dendar The Night Serpent.** For reasons unknowable to most, the Night Parade worships Dendar as their serpent mother. It's said that the nightmares of sleeping mortals feeds Dendar, and when her belly is full, she will reawaken and destroy the world. There also seems to be some connection between Dendar and the rainbow serpent of the Nightmare Court.

## ARCANE HEAD

When a creature dies in the nightmare realms, if it died alone, the witch Mullonga can appear near it to remove the creature's head and perform a special ritual upon it. Sewing the eyes and neck shut, she imbues the head with special magic. The flock (which never consists of more than 13 heads) leaves arcane writing in the air as it travels, which fades after a minute.

Because she can use the heads as a focus for her scrying magics, buildings within the ghettos wear arcane heads like other cities have pigeons. Outside of her domain, seeing a flock of arcane heads is a more rare event, but creatures tend to shy away from their presence quickly to avoid being spied upon.

**Gateway.** The creation of an arcane head is a secret known only to Mullonga. The crone can scry on any arcane head she's created and can use them to teleport about the nightmare realms. Because the arcane heads are killed wherever they're found by the diaboli, she has yet to be able to reach the dream realms via her pets.

**Limited Resource.** Because she creates these heads from beings who have entered the nightmare realms, it's very difficult for Mullonga to create her arcane heads. Thus, destroying her property has the extra weight of carrying her anger as well.

## ARCANE HEAD

*Medium swarm of Tiny undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 15 ft.

Str	Dex	Con	Int	Wis	Cha
3 (-4)	22 (+6)	16 (+3)	7 (-1)	10 (+0)	11 (+0)

**Skills** Perception +2, Stealth +8

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands all languages the heads spoke in life, but can only communicate via groans or gnashing teeth.

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bash (fewer than half HP).** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target within the swarm's space.  
*Hit:* 7 (1d8 + 3) bludgeoning damage.

**Bash (more than half HP).** *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target within the swarm's space.  
*Hit:* 15 (2d8 + 6) bludgeoning damage.

**Portal (more than half HP).** The flock draws intricate arcane sigils midair, which creates a portal through which Mullonga can teleport.



## DARKHOOD

A spectral figure that resembles a hooded humanoid, the darkhood is a solitary creature. They prefer to exist within hollow objects, reducing the amount of stimulus around them. Whenever another creature enters their territory, they can sense it with their telepathy and this usually wakes them to action. Their ability to freeze a terrified creature in place makes fighting a darkhood alone a foolish decision.

**Dark Secret.** A darkhood chooses their lair based on a secret from their life. This secret binds them to that location, but it also gives them a form of immortality. If they die without this secret being uncovered, they reform in their lair after 1d6 hours.

**Unconquerable.** The darkhood would sooner be left alone than have their territory invaded, but when this happens they have no fear of death. They fight with extreme abandon, preferring to fly while using their mind pierce attack.

## DARKHOOD

Medium undead (dreamer), chaotic evil

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 0 ft., fly 50 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
4 (-3)	18 (+4)	15 (+4)	8 (-1)	16 (+3)	14 (+2)

**Damage Resistances** acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 30 ft., passive Perception 13

**Languages** telepathy 120 ft.

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Turn Immunity.** The darkhood has immunity to any effect that would turn undead.

**Consume Mind.** As a bonus action, the darkhood can target one creature suffering the frightened condition it can see within 5 feet of it. The target must succeed on a DC 10 Intelligence saving throw or become stunned until the start of the darkhood's next turn.

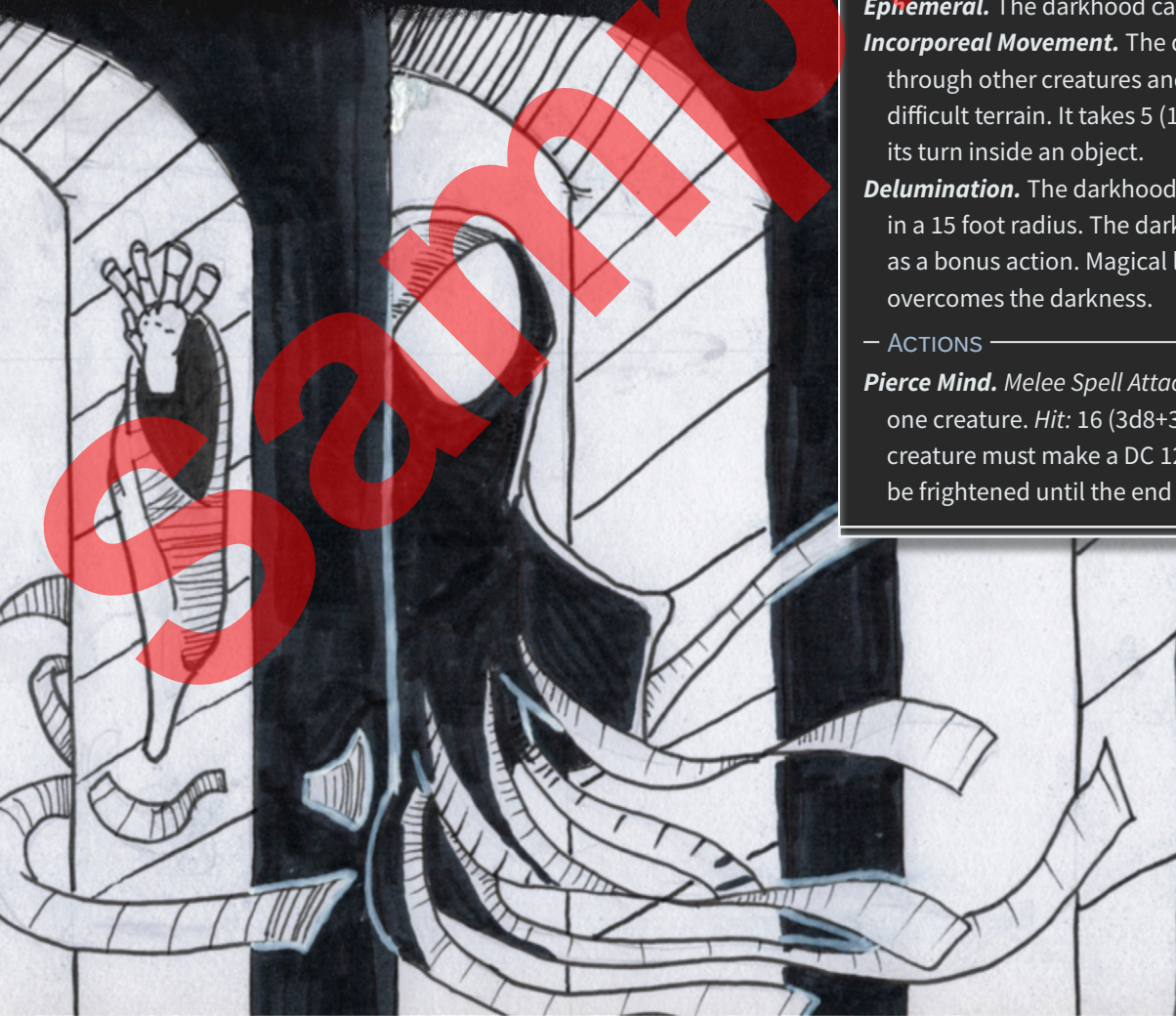
**Ephemeral.** The darkhood can't wear or carry anything.

**Incorporeal Movement.** The darkhood can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Delumination.** The darkhood sheds magical darkness in a 15 foot radius. The darkhood can end the effect as a bonus action. Magical light of 3rd level or higher overcomes the darkness.

### — ACTIONS —

**Pierce Mind.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8+3) psychic damage and the creature must make a DC 12 Wisdom saving throw or be frightened until the end of its next turn.



## DIABOLI

The diaboli (singular: diabolus) are a humanoid race native to the Plane of Dreams. They vaguely resemble devils or demons, with goat hooved legs, long horns, and skin in a variety of cold hues. While they possess a fearsome appearance, they're quite pleasant as their society holds a "Live and Let Live" anarchistic policy to govern.

The diaboli below are the sorts one might commonly find outside their home city of Diabolar. When a diabolus decides to defend the Nightmare Vault, or aid dreamers falling toward the Dreamhome, they do so for personal reasons. Perhaps they're intrigued by a dream they saw passing by or they just don't want to see a mortal die because they couldn't be awoken.



## DIABOLUS DABBLER

Medium humanoid (diabolus), chaotic neutral

**Armor Class** 13 (leather armor, 15 with *mage armor*)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	18 (+4)

**Skills** Animal Handling +3, Arcana +2, Intimidation +8, Persuasion +3

**Senses** passive Perception 13

**Languages** Common, Diaboli

**Challenge** 4 (1,100 XP) **Proficiency Bonus** +2

**Arcane Resistance.** The diabolus dabbling mage adds +1 on saving throws against spells and other magical effects.

**Scent.** The diabolus dabbling mage has advantage on any Wisdom (Perception) checks that rely on scent.

**Sorcery Points (3/Day).** When the diabolus dabbling mage casts a spell, it can use one of its points to double the range of a spell, to reroll up to 4 damage dice, or to remove the verbal or somatic requirement from a spell.

**Spellcasting.** The diabolus dabbling mage is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The diabolus dabbling mage has following sorcerer spells prepared:

Cantrips (at will): *gust, light, minor illusion*

1st level (4 slots): *chromatic orb, detect magic, mage armor\*, shield*

2nd level (3 slots): *enhance ability, mind spike, phantasmal force*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. A creature can reattempt this saving throw at the end of each of its turns, ending the effect on a success.

## DIABOLUS DEFENDER

Medium humanoid (diabolus), chaotic neutral

**Armor Class** 16 (ring mail and shield)

**Hit Points** 127 (15d8 + 60)

**Speed** 20 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	11 (+0)

**Skills** Animal Handling +6, Athletics +6, History +5, Intimidation +9, Persuasion +5

**Senses** passive Perception 13

**Languages** Common, Diaboli

**Challenge** 5 (1,800 XP)    **Proficiency Bonus** +3

**Arcane Resistance.** The diabolus defender adds +2 on saving throws against spells and other magical effects.

**Scent.** The diabolus defender has advantage on any Wisdom (Perception) checks that rely on scent.

**Trident Master.** When the diabolus uses its trident in melee, it gains advantage to attack targets with its tail. If it throws its trident, the target must succeed on a DC 12 Dexterity saving throw or have its speed reduced to 0 for a turn.

### — ACTIONS —

**Multiattack.** The diabolus defender makes three attacks: two with its trident and one with its tail.

**Trident.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage or 12 (2d8 + 3) piercing damage if used in two hands for a melee attack.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw, or become poisoned for 1 minute. A creature can reattempt this saving throw at the end of each of its turns, ending the effect on a success.

### — REACTIONS —

**Stalwart Defender.** As a reaction to a creature within 5 feet being the target of an attack, the diabolus defender can grant that creature +2 to AC. Until the start of its next turn, the diabolus defender loses 2 AC.

## DIABOLUS EXPLORER

Medium humanoid (diabolus), chaotic neutral

**Armor Class** 13 (leather armor, 15 with mage armor)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

**Skills** Animal Handling +5, Intimidation +6, Nature +4, Perception +5, Persuasion +3

**Senses** passive Perception 15

**Languages** Common, Diaboli

**Challenge** 8 (3,900 XP)    **Proficiency Bonus** +3

**Arcane Resistance.** The diabolus explorer adds +1 on saving throws against spells and other magical effects.

**Innate Spellcasting.** The diabolus explorer's spellcasting ability is Wisdom (spell save DC 13, spell attack +5).

The diabolus explorer can innately cast the following spells, requiring no material components:

*At will:* hunter's mark

*3/day each:* absorb elements, detect magic, daylight

*1/day:* commune with nature

**Scent.** The diabolus dabbler has advantage on any Wisdom (Perception) checks that rely on scent.

### — ACTIONS —

**Multiattack.** The diabolus explorer makes three longbow attacks.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. A creature can reattempt this saving throw at the end of each of its turns, ending the effect on a success

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

## DIABOLUS SENTRY

Medium humanoid (diabolus), chaotic neutral

**Armor Class** 20 (plate armor and shield)

**Hit Points** 180 (24d8 + 72)

**Speed** 20 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Skills** Animal Handling +5, Arcana +4, Intimidation +10, Perception +5, Persuasion +6

**Senses** passive Perception 15

**Languages** Common, Diaboli

**Challenge** 10 (5,900 XP) **Proficiency Bonus** +4

**Arcane Resistance.** The diabolus sentry adds +1 on saving throws against spells and other magical effects.

**Form Ranks.** The diabolus sentry can move up to twice its speed directly toward an ally. Once it does this, it cannot do it again until it completes a short rest.

**Scent.** The diabolus sentry has advantage on any Wisdom (Perception) checks that rely on scent.

**Swordmaster.** Whenever the diabolus sentry deals damage with its longsword, it also makes an attack with its tail.

### — ACTIONS —

**Multiattack.** The diabolus sentry makes four attacks: three with its longsword, and one with its tail.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage or 15 (2d10 + 4) slashing damage if used in two hands.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 2 (1d4) poison damage.



## DREAM SPAWN

The diaboli aren't the only native creatures to the dream planes. Each and every dreamsphere created in the plane has a chance of creating a pale morph – a wisp of energy that goes on to copy things in the dream. This starts the life cycle of the dream spawn; as the pale morph feeds on dream energy, it grows and becomes a more terrifying creature: a shadow morph. These creatures feed not on dreams but on nightmares. The inevitable end for a shadow morph is to kill a dreamer and use their trauma to escape the dream planes (becoming undead shadows in the process) or fortify their malignance and become an ennui. These powerful spawn serve the Nightmare Court directly, and are responsible for the creation of new pale morphs.

**Self Consuming Life - cycle.** The life - cycle of the dream spawn should cause dream spawn numbers to dwindle, but somehow they persist. The pale morphs are generally not aware enough of themselves, other than to run away from shadow spawn. If not for the ennui commanding both groups, it wouldn't be long before shadow spawn would all become undead shadows or ennui.

**Great Power, Great Responsibility.** The larval and pre - adult stages are chaotic creatures who give into their base emotions. The ennui, on the other hand, listen to their nightmare council masters and harvest nightmares on their behalf. Additionally, some ennui will plant the seeds that become pale morphs in the mind of dreamers they aren't harvesting from. It's unknown if this nurturing behavior is implicit to their kind or if they are being commanded to do so.

## PALE MORPH DREAM SPAWN

The pale morph is a thin gray humanoid with no descriptive features. Indeed looking at the creature and searching for any trace of a distinguishing mark only infuriates the mind. These creatures roam the endless expanse of the dream planes, both in dreams and nightmares. They lie in wait for dreamspheres to arrive, so that they can enter them.

## PALE MORPH DREAM SPAWN

*Small fey, chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 1 (1d6 - 5)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
1 (-5)	1 (-5)	1 (-5)	15 (+2)	13 (+1)	17 (+3)

**Damage Immunities** acid, cold, fire, lightning, necrotic, poison, and thunder; bludgeoning, piercing, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, stunned, unconscious

**Senses** darkvision 30 ft., passive Perception 11

**Languages** any languages the creature it is copying knows

**Challenge** 6 (2,300 XP)      **Proficiency Bonus** +3

**Dream Invader.** When entering the dream of another creature, the pale morph becomes a creature or object relevant to the dream. The pale morph's Strength, Dexterity, and Constitution scores become that of the dreamer's Intelligence score. While in this form, it loses all of its immunities.

**Fluid Form.** After a short rest, the pale morph gains 100 temporary hit points.

### — ACTIONS —

**Multiattack.** The pale morph makes two attacks with its id blast.

**Id Blast.** *Ranged Spell Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage.

The pale morph derives sustenance and meaning in its existence by becoming objects or creatures important to the dream. If one of these gray monsters draws enough sense of self from visiting spheres, it becomes a shadow morph. Ironically, the shadow morph is their natural predator, a creature they try to hide from at all costs.

## SHADOW MORPH DREAM SPAWN

Having evolved from the pale morph, the shadow morph is a larger and more terrifying version of that creature. Where the pale morph is content to exist as part of the dream, the shadow morph only draws from the dream if the dreamer is tortured by nightmares.

A creature who dies in their sleep provides the shadow morph an escape from the dreamlands: it can birth itself onto the material plane as a Shadow. This process kills the shadow morph, but it rises up as an undead creature.



## SHADOW MORPH DREAM SPAWN

*Medium fey, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 63 (14d8)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	10 (+0)	10 (+0)	17 (+3)	15 (+2)	19 (+4)

**Damage Immunities** acid, cold, fire, lightning, necrotic, poison, and thunder; bludgeoning, piercing, slashing.

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, stunned, unconscious

**Senses** darkvision 30 ft., passive Perception 12

**Languages** any languages the creature it is copying knows

**Challenge** 9 (5,000 XP)    **Proficiency Bonus** +4

**Dream Invader.** When entering the dream of another creature, the shadow morph becomes a creature or object relevant to the dream but manifests as a nightmare. The shadow morph's Strength, Dexterity, and Constitution scores become that of the dreamer's Intelligence score. While in this form, it loses all of its immunities and the creature having the dream is prevented from gaining any benefit from their rest.

**Fluid Form.** After a short rest, the shadow morph gains 63 temporary hit points. Whenever a shadow morph consumes a pale morph, it gains 63 temporary hit points.

### — ACTIONS —

**Multiattack.** The pale morph makes three attacks with its claws.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage.

**Frightful Presence.** Each creature of the dream spawn's choice that is within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dream spawn's Frightful Presence for the next 24 hours.

## ENNUI

When a shadow morph gathers enough energy by terrifying victims and consuming their fear, they undergo a final metamorphosis and become a greater dream spawn: an ennui. The ennui gather in the nightmare lands, driven to that place through some subconscious impulse, and immediately pledge fealty to the Nightmare Court.

The job of an ennui is simple: enter dream-spheres in the dream lands and cause a nightmare. As the dreamer suffers from this nightmare, their sphere is drawn to the strands of the web, which will draw the sphere into the nightmare realms.

An ennui looks more like a devil than other dream spawn, with two long pointed horns, thick wings coated with a thin layer of spikes, and four arms. The creature is nearly always in shadow, making it impossible to find details in the creature's anatomy. Two glowing green eyes pierce through this dark shadow.

## ENNUI

*Medium fey, lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 210 (28d8 + 84)

**Speed** 40 ft., fly 80 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	22 (+6)	16 (+3)	18 (+4)	13 (+1)	19 (+4)

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 10

**Languages** telepathy 60 ft.

**Challenge** 14 (11,500 XP) **Proficiency Bonus** +5

**Command Dream Spawn.** Ennui command all dream spawn, who are compelled into obeying the ennui's commands. A shadow morph will not harm a pale morph in the presence of an ennui.

**Dream Invader.** When entering the dream of another creature, the ennui becomes a creature or object relevant to the dream, manifesting as a nightmare. For each hour the creature sleeps on the Material Plane, the ennui can choose to deal 13 (3d8) psychic damage and a new pale morph is created.

**Flyby Attacks.** If the ennui deals damage to a creature while flying, the ennui does not provoke opportunity attacks from that creature due to movement until the start of the creature's next turn.

### ACTIONS

**Multiattack.** The ennui makes four attacks with its short swords.

**Dream Slayer Swords.** *Melee Weapon Attack:* +11 to hit, range/reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (1d6 + 4) psychic damage.

**Frightful Presence.** Each creature of the ennui's choice that is within 120 ft. of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ennui's Frightful Presence for the next 24 hours.

## SWARM OF DREAMWEAVERS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 10 (natural armor)

**Hit Points** 6 (1d8 + 2)

**Speed** 10 ft., climb 10 ft.

Str	Dex	Con	Int	Wis	Cha
1 (-5)	10 (+0)	14 (+2)	2 (-4)	2 (-4)	18 (+4)

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons

**Senses** darkvision 60 ft., passive Perception 6

**Challenge** 0 (10 XP)      **Proficiency Bonus** +2

**Dream Walker.** When walking on a dreamsphere or unconscious creature, the swarm can enter the dream at will.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### — ACTIONS —

**Dark Weaver Bite.** *Melee Weapon Attack:* +0 to hit, range/ reach 0 ft., one target within the swarm's space. *Hit:* 1 piercing damage and the creature must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature falls unconscious and begins having nightmares, taking 1 psychic damage each minute. This effect ends if another creature uses their action to wake the target.

**Dream Spinner Bite.** *Melee Weapon Attack:* +0 to hit, range/ reach 0 ft., one target within the swarm's space. *Hit:* 1 piercing damage and the creature must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature falls unconscious. This effect ends if the creature takes damage or if another creature uses their action to wake the target. While sleeping in this way, the webs spun by the swarm shimmer with a gossamer illusion, displaying the dreams of the sleeping creature.

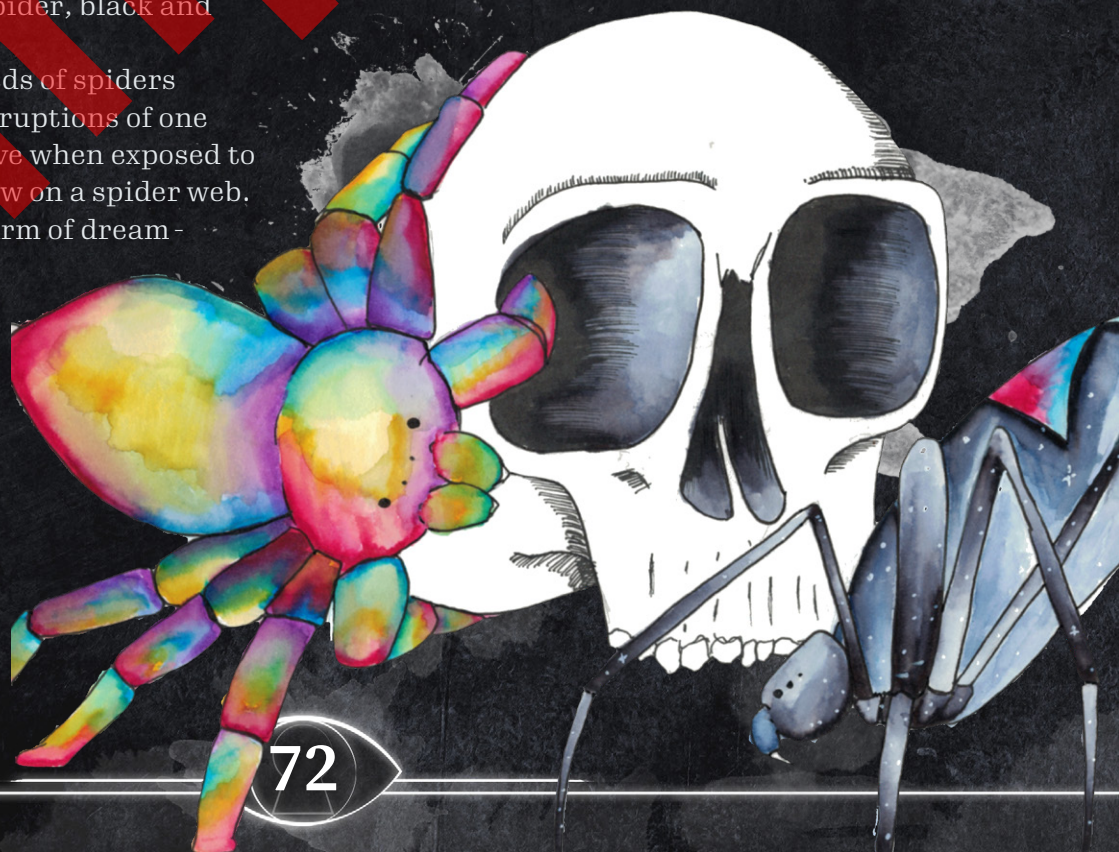
## DREAMWEAVER

Dreamweavers are spiders that are native to the dream plane and they come in two forms. The dream spinner variety look like a rainbow shimmer on an oily pool. This rainbow shimmer helps them blend into the sky of the dream lands. By contrast, the dark weavers look like someone painted the night sky onto a spider, black and full of stars.

It's unknown if the two breeds of spiders are separate, or if they are corruptions of one another. Both varieties dissolve when exposed to sunlight, burning away like dew on a spider web.

**Swarms of Emotions.** A swarm of dreamweavers behaves according to the emotions of nearby creatures. If a creature is full of fear, they become brave. If a creature is happy, they become lethargic. They nearly always take on the opposing emotion, as though balancing some scale.

**Nightmare Man.** The nightmare man's body seems composed of darkness. What little can be seen within his body is a mass of movement that sounds like frying bacon. This mass of insects might compose his body or might simply be an armor that protects him.





## DRIFTERS

Native travellers of the dream planes, drifters tend to be found in the nightmare lands as their naturally stealthy behavior allows them to easily ambush dreamers who drive beyond the wall. Two of the drifters are defined here, creatures of nightmares whose forms are indistinct and designed to terrify dreamers but undoubtedly there are far more that exist.

**Dream Invasion.** Drifters wander the dream planes in search of dreaming victims. Once they find one, they'll stalk them to inspire fear before finally revealing themselves. The terror in their prey is a psychic food for these horrible creatures.

**Malleable Form.** While the drifters have a fixed form, most creatures who view them see elements of things that terrify them most. A hob is a furred creature with thick horns, but an onlooker with a fear of snakes might see those horns as having snakes at the tips, or scales instead of fur. Meanwhile a spellshadow could look like a looming serpent's shadow.

## HOB

A hob resembles a small troll, with two thick horns emerging from its brow and a wide mouth full of uneven teeth. The hob makes liberal use of its magical abilities to change its size and shape to more effectively draw terror from its victims.

### HOB

*Small aberration (drifter), chaotic neutral*

**Armor Class** 15

**Hit Points** 118 (18d6 + 54)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	20 (+5)	16 (+3)	10 (+0)	15 (+2)	18 (+4)

**Skills** Deception +7, Perception +5, Persuasion +7, Stealth +8

**Damage Immunities** poison, psychic

**Damage Resistances** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** telepathy 60 ft.

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +4

**Deepest Nightmares.** The first time a creature comes within 60 feet of a hob, it has *phantasmal killer* cast upon it. The hob can concentrate on any number of these spells. Once a creature has succeeded on their saving throw against this spell, they are immune to that hob's Deepest Nightmares trait permanently.

**Dream Native.** If the hob leaves the plane of dreams, it dies.

**Metamorphosis.** The hob can cast *alter self* and *enlarge/reduce* (self only) at will.

#### — ACTIONS —

**Multiattack.** The hob makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 5) slashing damage plus 7 (2d6) psychic damage.

## SPELLSHADOW

A shadow on a wall or standing in the doorway—our minds turn these amorphous shapes into elements of terror and the spellshadow is all too willing to prey on that fear. While their contemporary drifters like to chase down and aggravate dreamers, the spellshadow prefers to stalk their prey: making them question their own perceptions before making their move and feeding from their target.

### SPELLSHADOW

Medium aberration (drifter), chaotic neutral

**Armor Class** 14

**Hit Points** 93 (17d8 + 17)

**Speed** 0 ft., fly 40 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
1 (-5)	18 (+4)	12 (+1)	6 (-2)	14 (+2)	15 (+2)

**Skills** Arcana +1, Perception +5, Stealth +7

**Damage Immunities** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Resistances** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands all, but cannot speak

**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

**Dream Spellcaster.** The spellshadow can cast the spells prepared by other creatures within 60 feet, using its own spell slots. It counts as a 5th-level spellcaster, using Charisma as its spellcasting ability (DC 13, +5 to hit with spell attacks).

**Cantrips (at will).** The spellshadow counts as having all of the cantrips of every creature within 60 feet.

**1st level (4 slots).** The spellshadow counts as having all of the 1st-level spells prepared by every creature within 60 feet.

**2nd level (3 slots).** The spellshadow counts as having all of the 2nd-level spells prepared by every creature within 60 feet.

**3rd level (2 slots).** The spellshadow counts as having all of the 3rd-level spells prepared by every creature within 60 feet.

**Incorporeal Movement.** The spellshadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Magic Resistance.** The spellshadow has advantage on saving throws against spells and other magical effects.

**Magic Sense.** The spellshadow is always under the benefit of *detect magic*.

**Simple Shadow.** The spellshadow can hide even while being observed, provided it isn't in bright light.

**Spell Consumption.** If the spellshadow succeeds on a saving throw against a spell or other magical effect, it gains 10 temporary hit points.

#### — ACTIONS —

**Multiattack.** The creature makes three attacks with its claw.

**Incorporeal Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) psychic damage plus if the creature possesses spell slots, it loses a 1st level spell slot. If it has no remaining spell slots of that level, it instead loses the next highest level spell slot it possesses. Add the spell level to the psychic damage dealt.

## FEYR

Feyrs (pronounced 'fears') are living nightmares suffused with arcane energy. They are found in two varieties: the smaller, unintelligent common feyr and the larger, cunning greater feyr. Both types of feyr look similar, although greater feyrs are considerably larger. Their body is a squat sphere of folded flesh similar to a brain, which is supported by two thick tentacles. Six smaller tentacles used to manipulate objects protrude from its underside. A feyr's flesh resembles a grotesque rainbow, colored in hues of purple, blue, yellow, and sickly green. The front of their spherical body is dotted with five irregularly shaped and sized yellow eyes. Common feyrs have one fanged mouth, whereas greater feyrs have three separate mouths, each operating independently.

**Born of Emotion.** Feyrs are created when a mass of humanoids shares a strong emotional response, specifically fear or terror. Most frequently, this is when a group has a shared nightmare. Once born, the feyr sticks around, consuming any emotions of sufficient enough intensity.

**Powerful Control.** Greater feyrs had a unique ability to subject any creature to such an intense level of fear, they would function as a familiar for them. Typically subjects require at least a week of unbroken fear before their mind shatters, but once this happens the target supplicates the feyr however it can.



## FEYR, COMMON

*Small aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d6 + 30)

**Speed** 0 ft., fly 20 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
14 (+1)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	7 (-2)

**Skills** Stealth +4

**Damage Vulnerabilities** radiant

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 10

**Challenge** 3 (700 XP)      **Proficiency Bonus** +2

**Banished by Day.** If the feyr ends its turn in sunlight, it dies.

### — ACTIONS —

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 120 feet of the feyr that can see it must make a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened of the feyr for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the feyr by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the feyr, the creature can repeat the Wisdom saving throw. On a successful save, the effect ends for that creature.

## FEYR, GREATER

*Medium aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 0 ft., fly 60 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
20 (+5)	10 (+0)	18 (+4)	16 (+3)	12 (+1)	12 (+1)

**Damage Vulnerabilities** radiant

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Deep Speech, telepathy 60 ft.

**Challenge** 7 (2,900 XP)      **Proficiency Bonus** +3

**Innate Spellcasting (Psionics).** The feyr's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *calm emotions*, *confusion*, *crown of madness*, *enemies abound*<sup>XGE</sup>

### — ACTIONS —

**Multiaction.** The feyr makes three bite attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. Each creature within 120 feet of the feyr that can see it must make a DC 15 Wisdom saving throw or drop whatever it is holding and become frightened of the feyr for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the feyr by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the feyr, the creature can repeat the Wisdom saving throw. On a successful save, the effect ends for that creature.

**Invisibility.** The feyr magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).



## LOST SOULS

When a mortal dies in the dream lands, not just in a dream but actually dies, their soul departs for the afterlife. Those caught in the nightmare lands are far less lucky. Their souls are drawn to the city of Nod, where they'll wander for the rest of eternity (or until one of the nightmare council sees fit to use them).

Worse for these beings, their zombie-like bodies are drawn towards each other, calling out for something like themselves. This corpse stands up and walks about until it feels the supernatural call of other lost souls, at which point it starts shambling with purpose.

The point where all these zombies meet together, they begin forming a pillar of flesh, with arms, heads, and legs flailing about. Together, they are a dangerous undead creature that most intelligent creatures would avoid. After an hour of being incorporated, the entire pillar knows everything that the individual corpse knew.

**Assimilation Without Resistance.** The corpses that make up the lost soul incorporate everything that made them an individual into the larger whole. There are rumors about the corpses of adventurers joining the pillar, only to grant it the ability to cast spells, rage, or use other skills they possessed in life.

### LOST SOULS

Medium undead, chaotic neutral

**Armor Class** 13

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

**Skills** Stealth +5

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the language it knew in life

**Challenge** 1 (200 XP) **Proficiency Bonus** +2

**Amorphous.** The lost soul can move through a space as narrow as 1 inch wide without squeezing.

**Dream Sense.** The lost soul can sense any living, dreaming soul in the dreamland up to 1 mile away. It knows the general direction, distance, and number of these souls.

**Incorporeal Movement.** The lost soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

#### ACTIONS

**Maddening Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target falls unconscious if it's Wisdom is reduced to 0 and can only be awakened by a lesser restoration spell or until the target finishes a long rest, which also cures the reduction.

**If a humanoid dies from this attack, a new lost soul rises from the corpse 1d4 hours later.**

**Possession (Recharge 6).** One humanoid that the lost soul can see within 5 feet of it must succeed on a DC 10 Charisma saving throw or be possessed by the lost soul; the lost soul then disappears, and the target is incapacitated and loses control of its body. The lost soul now controls the body but doesn't deprive the target of awareness. The lost soul can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

**The possession lasts until the body drops to 0 hit points, the lost soul ends it as a bonus action, or the lost soul is turned or forced out by an effect like the dispel evil and good spell.** When the possession ends, the lost soul reappears in an unoccupied space within 5 feet of the body. The target is immune to this lost soul's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## LOUMARA

Loumara are a demonic race, unrelated to the tanar'ri demons of the abyss. These demons are typically more ethereal than others, possessing creatures based on their creation.

The creation of a loumara begins as the Abyss consumes the corpse of a dead or dying god. While it dissolves to become part of the Abyss, the body slumbers and dreams. These dreams give rise to the loumara based on the domains that the god was most closely tied to:

- The **caligrostro** were dreamed into existence by a god of the forge and creation, which allows these spirits to possess and control objects (*preferably weapons*).
- The **dybbuk** was dreamed into existence by a dead goddess of love and art, and their domain allows them to control corpses.
- The **guecubus** was created by a dead god of law and peace, and their gift of foresight drives their victims to create complex patterns around murders.
- The **manitous** were dreamed by a goddess of nature and fertility, and their control extends over plants and fey, allowing them to manipulate natural environments and twist them into horrific nightmare landscapes.

**Ghostly Bodies.** All loumara are naturally invisible, as they are more akin to a spirit than anything else. Should a creature view a loumara using true sight or see invisibility, they only see a colored mist. When they are using their possession ability, the mist disappears into the possessed object.

### CALIGROSTRO

Medium fiend (loumara), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 0 ft., fly 60 ft. (can hover)

Str	Dex	Con	Int	Wis	Cha
18 (+4)	20 (+5)	18 (+4)	13 (+1)	15 (+2)	22 (+6)

**Skills** Perception +5

**Damage Resistances** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands all, but cannot speak

**Challenge** 6 (2,300 XP) **Proficiency Bonus** +3

**Ephemeral.** The caligrostro can't wear or carry anything, and fails any ability checks involving Strength or Dexterity. While not possessing a weapon, it is also invisible. If a creature uses see invisibility or has true seeing, they see only a red mist.

**Incorporeal Movement.** The caligrostro can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Possess Weapon.** The caligrostro can possess an unattended weapon within 5 feet. When possessing a weapon, it appears to be held by a ghostly, fiendish version of the last creature it dealt damage to. The caligrostro is proficient with all weapons.

**Reflective Damage Reduction.** When the caligrostro is dealt damage of a type that it has resistance against, it deals an equal amount of damage of the same type to a creature within 10 feet.

#### — ACTIONS —

**Multiattack.** The creature makes 2 attacks with its possessed weapon attack.

**Possessed Weapon.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning, piercing, or slashing damage (DMs choice) plus the target must succeed on a DC 15 Constitution saving throw or have their Strength score drained by 1 point for one hour. The caligrostro gains temporary hit points equal to the level of the target.

This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its Strength score to 0. The target is immune to this effect if they are under the effect of a *protection from evil and good* spell.

## DYBBUK

Medium fiend (loumara), chaotic evil

**Armor Class** 14

**Hit Points** 37 (5d8 + 15)

**Speed** 0 ft., fly 40 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

**Skills** Deception +6, Intimidation +4, Perception +4

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Abyssal, Common telepathy 120 ft.

**Challenge** 4 (1,100 XP)    **Proficiency Bonus** +2

**Incorporeal Movement.** The dybbuk can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The dybbuk's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dimension door*

3/day each: *fear*, *phantasmal force*

**Magic Resistance.** The dybbuk has advantage on saving throws against spells and other magical effects.

**Violate Corpse.** The dybbuk can use a bonus action while it is possessing a corpse to make it do something unnatural, such as vomit blood, twist its head all the way

around, or cause a quadruped to move as a biped. Any beast or humanoid that sees this behavior must succeed on a DC 12 Wisdom saving throw or become frightened of the dybbuk for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to Violate Corpse for 24 hours.

### ACTIONS

**Tendril.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage. If the target is a creature, its hit point maximum is also reduced by 3 (1d6). This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

**Possess Corpse (Recharge 6).** The dybbuk disappears into an intact corpse it can see within 5 feet of it. The corpse must be Large or smaller and be that of a beast or a humanoid. The dybbuk is now effectively the possessed creature. Its type becomes undead, though it now looks alive, and it gains a number of temporary hit points equal to the corpse's hit point maximum in life.

While possessing the corpse, the dybbuk retains its hit points, alignment, Intelligence, Wisdom, Charisma, telepathy, and immunity to poison damage, exhaustion, and being charmed and frightened. It otherwise uses the possessed target's game statistics, gaining access to its knowledge and proficiencies but not its class features, if any.

The possession lasts until the temporary hit points are lost (at which point the body becomes a corpse once more) or the dybbuk ends its possession using a bonus action. When the possession ends, the dybbuk reappears in an unoccupied space within 5 feet of the corpse.

## GUECUBU

Medium fiend (loumara), chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 117 (18d8 + 36)

**Speed** 0 ft., fly 30 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	17 (+3)

**Damage Resistances** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands all, but cannot speak

**Challenge** 4 (1,100 XP) **Proficiency Bonus** +2

**Ephemeral.** The guecubu can't wear or carry anything, and fails any ability checks involving strength or dexterity unless it is possessing a creature. It is also invisible. If a creature uses see invisibility or has true seeing, they see only a silvery mist.

**Incorporeal Movement.** The guecubu can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Possession (Recharge 6).** One humanoid that the guecubu can see within 5 feet of it **must succeed on a DC 13 Charisma saving throw or be possessed by the guecubu**; the guecubu then **disappears**, and **the target is incapacitated and loses control of its body**. The guecubu now controls **the body but doesn't deprive the target of awareness**. **The guecubu can't be targeted by any attack, spell, or other effect, except ones that affect fiends, and it retains its alignment, Intelligence, Wisdom, Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.**

**The possession lasts until the body drops to 0 hit points, the guecubu ends it as a bonus action, or the guecubu is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the guecubu reappears in an unoccupied space within 5 feet of the body. The target is immune to this guecubu's possession for 24 hours after succeeding on the saving throw or after the possession ends.**

### — ACTIONS —

**Telekinesis.** *Ranged Weapon Attack:* +4 to hit., range 20/60 feet., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage. The guecubu can only use this attack if there is an object weighing 10 pounds or less that is not currently being contained or held.

**Sleep Touch.** The guecubu attempts to touch a target and make them fall asleep. The target must succeed on a DC 13 Charisma saving throw or fall unconscious for 8 hours. This sleep is interrupted if the target takes damage or if another creature uses their action to wake the target.



## MANITOU

Huge fiend (loumara), chaotic evil

**Armor Class** 17

**Hit Points** 221 (26d12 + 52)

**Speed** 0 ft., fly 60 ft. (can hover)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	17 (+3)

**Skills** Perception +10, Nature +8

**Damage Resistances** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands all, but cannot speak

**Challenge** 10 (5,900 XP) **Proficiency Bonus** +4

**Aura of Fear.** Any creature Hostile to the manitou that starts its turn within 20 feet of the manitou must make a DC 19 Wisdom saving throw, unless the manitou is Incapacitated. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the manitou's Aura of Fear for the next 24 hours.

**Ephemeral.** The manitou can't wear or carry anything, and fails any ability checks involving Strength or Dexterity, unless it is possessing a beast, fey, or plant. It is also invisible. If a creature uses *see invisibility* or has true seeing, they see only a green mist.

**Incorporeal Movement.** The manitou can move through

other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Possession.** The manitou can possess any beast, fey, or plant within 5 feet. The target must succeed on a DC 19 Charisma saving throw or become controlled by the manitou. While possessed in this way, the target is aware of everything happening, but cannot control their body.

The possession lasts until the body drops to 0 hit points, the manitou ends it as a bonus action, or the manitou is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the manitou reappears in an unoccupied space within 5 feet of the body. The target is immune to this manitou's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

### — ACTIONS —

**Pack Attack.** The manitou directs up to two creatures to attack, as described in its Pack Attack legendary action.

### — ACTIONS —

The manitou has 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The manitou regains spent legendary actions at the start of their turn.

**Pack Attack.** A creature possessed by the manitou moves up to its full speed and takes a single action that it can normally make. The manitou chooses for each possessed creature which attack it makes. The manitou cannot choose this creature for its pack attack legendary action until the start of the manitou's next turn.

# MAELEPHANT

Large fiend (devil), lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	16 (+3)	19 (+4)	12 (+1)	17 (+3)	20 (+5)

**Saving Throws** Con +8, Cha +9

**Skills** Perception +7, Stealth +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** CR 11 (7,200 XP)

**Proficiency Bonus** +4

**Devil's Sight.** Magical darkness doesn't impede the maelephant's darkvision.

**Dream Movement.** The maelephant can ignore any magical barrier that blocks movement such as that of wall of force or magic circle.

**Magic Resistance.** The maelephant has advantage on saving throws against spells and other magical effects.

## — ACTIONS —

**Multiattack.** The maelephant makes three attacks: one with its tusks and two with its claws.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing and 7 (2d6) cold damage.

**Tusks.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing and 7 (2d6) cold damage.

**Amnesia Breath (Recharge 5-6).** The maelephant releases a blast of silent rippling air from its trunk in a 30-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 33 (6d10) psychic damage and be under the effects of the confusion spell. On a success, the creature takes half damage and is not under the spell effects. A creature affected by the confusion can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## — REACTIONS —

**Infernal Sentinel.** The maelephant guards its charge with singleness of mind. If a creature approaches within 15 feet of the object, person, or location guarded by the maelephant, it can move directly towards that target. If it ends this movement and is able to attack the target, it makes one weapon attack. Before making this movement, the Maelephant immediately succeeds on saving throws against any spells or effects it is currently affected by.

# MAELEPHANT

These large bipedal devils closely resemble an elephant, with large tusks and a thick trunk. They are often confused with the malfera, a demonic elephantine creature that wanders the dream realms looking to cause chaos. The maelephant, on the other hand, is a guardian and protector for fiendish interests within the realm of dreams.

**Guardians.** The maelephants were created to serve their dark overlords in the nine hells. While not from the dream plane, their powers are far stronger while on that plane and as such they try to base their operations out of that plane.

**Lonely Wanderers.** Their physical nature would make them suitable to the front lines of the blood war, but their desire to guard and protect is so strong, if not in a contract to guard a place or creature, they wander about the realms until they find someone who wants to use their services.



# MALFERA

When the dark powers of the nine hells crafted the maelephant, many demon lords saw this as a direct insult; a powerful devil who could hold their own in the grip of visceral combat, who would rather protect than aggress. Thus, the abyss began to spit out the malfera, a demonic wanderer that was designed as a mockery of those powerful devils.

**Mocking Existence.** The malfera, much like the maelephant, wanders across the planes in search of a purpose. They exist solely to torture

the devils by trying to foil the contacts made by the maelephants, knowing that breaking those contracts subjects them to powerful punishments.

**Source of Nightmares.** The only other activity that brings a malfera joy is killing helpless creatures who have no possible chance to survive their attacks. They enter the dreams of creatures, use their magical abilities to create nightmares, then once they're in a vulnerable place like the nightmare lands, they kill them.

## MALFERA

Large fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	21 (+5)	10 (+0)	17 (+3)	22 (+6)

**Saving Throws** Con +9, Cha +10

**Skills** Intimidate +10, Perception +7, Stealth +7

**Damage Resistances** cold

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Infernal, telepathy 120 ft.

**Challenge** CR 12 (8,400 XP)

**Proficiency Bonus** +4

**Devil's Sight.** Magical darkness doesn't impede the malfera's darkvision.

**Improved Grapple.** Any creature grappled by the malfera has disadvantage on checks made to escape the grapple.

**Innate Spellcasting.** The malfera's innate spellcasting ability is Charisma (spell save DC 18). The malfera can innately cast the following spells, requiring no components:

3/day each: *knock*

2/day each: *invisibility*

1/day: *dream* (nightmares only)

**Magic Resistance.** The malfera has advantage on saving throws against spells and other magical effects.

**Quick Caster.** The malfera may cast its innate spells as a bonus action.

### — ACTIONS —

**Multiattack.** The malfera makes three tentacle attacks. It can then make a claw or a horn attack.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage and the creature is grappled (escape DC 17). As a bonus action, the malfera can target one creature it has grappled with its claw. That creature must succeed on a DC 17 Strength saving throw or take 8 (1d6 + 5) bludgeoning damage as the malfera squeezes it. The malfera can grapple one creature with each of its two claws, but cannot attack with a claw while a creature is grappled.

**Horn.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning and 7 (2d6) acid damage and the creature is grappled (escape DC 17) if the malfera does not have a creature already grappled in its tentacles. A creature grappled in this way is restrained and takes 7 (2d6) acid damage at the start of each of its turns. The malfera can grapple one creature at a time with its tentacles, but can use its tentacles to attack even if a creature is grappled with them.

**Poison Breath (Recharge 5-6).** The malfera releases a blast of poisonous gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or take 35 (10d6) poison damage and become poisoned for 1 minute. On a success, the creature takes half damage and is not poisoned.



## NEH-THALGGU

In the dark, creatures whisper warnings and tales of the mind flayers: a creature which consumes the brain of sentient beings. These tales send shivers down the spines of adventurer and commoner alike, even going so far as to describe the horrific processes needed to birth new illithids.

The illithids, on the other hand, have their own terrifying tales of torment: of a creature who wanders and collects the brains of intelligent creatures. Instead of consuming their physical form, it slowly drains their essence, allowing the beast to bend time and space all around it. Although few illithids understand the concept of fear, every mind flayer shivers at the very concept of the Neh - Thalggu.

A clot of disgusting flesh mounted atop twelve skittering insect - like legs, this bull sized creature has clusters of tentacles that are constantly mapping the area around it. A mouth, filled with dagger shaped teeth, sits below a ridge of eyes. Across the body of the creature are protective

translucent tumors used to store and display all the brains acquired by the baleful monster.

**Expanding Predator.** The neh - thalggu is not limited in its size. Instead as it acquires brains and needs more room on its body to store them, it simply creates new tumorous bulges, the process of which causes the creature to grow. The more brains it possesses, the more legs it sprouts to support their weight.

**Dream Thief.** Their reality warping abilities allow them to enter the dreams of creatures who are sleeping. This taints their dream, turning it into a nightmare as they must run from the brain collector. Should it catch them and steal their brain, their body dies in its sleep with no visible damage. The brain stolen in the dream becomes real.

**Frightened Of Spirits.** Inexplicably, while it could easily defeat the Shirokinukatsukami without difficulty, the Neh - thalggu avoids them. Even the slightest hint of one of the dream eaters being nearby is enough to cause a brain collector to leave a dream and run away to some dark hole.



# NEH-THALGGU

Huge aberration, chaotic evil

**Armor Class** 22 (natural armor)

**Hit Points** 345 (30d12 + 150)

**Speed** 40 ft., fly 0 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	21 (+5)	10 (+0)	17 (+3)	22 (+6)

**Saving Throws** Con +13, Wis +11

**Skills** Arcana +10, Athletics +16, Insight +11, Intimidate +14, Perception +11

**Damage Resistances** psychic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Condition Immunities** grappled, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 21

**Languages** Common, Infernal, Primordial

**Challenge** CR 26 (90,000 XP) **Proficiency Bonus** +8

**Amorphous.** The neh thalggu can move through a space as narrow as 1 inch without squeezing.

**Brain Collector.** The neh thalggu has 4 (1d6 + 1) brains stored and can hold a maximum of 7 brains (not shown in its ability score). Each brain collected raises the neh thalggu's Intellect by 1, adjusting its spell attack and save DC accordingly. Creatures whose brains are stored cannot benefit from the effects of spells that would seek to bring them back from life or speak with them. A neh thalggu stores a brain in its tentacles. When a creature scores a critical hit against the neh thalggu, the neh thalggu must succeed on a DC 15 Constitution saving throw or one brain is destroyed, freeing its owner's soul. The collected brains function as a spell casting focus for the neh thalggu.

**Dimensional Traveler.** The neh thalggu can cast the *dimension door* and *plane shift* spells at will without any components or spell slot.

**Extract Brain.** When a creature grappled by the neh thalggu is reduced to 0 hit by its Brain Suck, it immediately dies and its brain is stored by the neh thalggu.

**Incorporeal Movement.** The neh thalggu can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Spellcasting.** The neh thalggu is a 13th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The neh thalggu has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *poison spray*

1st level (4 slots): *arms of Hadar*, *cause fear*<sup>XGE</sup>, *expedient retreat*, *hellish rebuke*

2nd level (3 slots): *darkness*, *invisibility*, *misty step*

3rd level (3 slots): *enemies abound*<sup>XGE</sup>, *hunger of Hadar*

4th level (3 slots): *dimension door*, *shadow of Moil*<sup>XGE</sup>

5th level (2 slots): *far step*<sup>XGE</sup>, *synaptic static*<sup>XGE</sup>

6th level (1 slot): *arcane gate*, *mental prison*<sup>XGE</sup>

7th level (1 slot): *plane shift*, *power word pain*

## — ACTIONS —

**Multiattack.** The neh thalggu makes one bite attack and any combination of three tentacle or brain suck attacks.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing and 10 (3d6) poison damage.

**Tentacles.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning and 10 (3d6) necrotic and 10 (3d6) poison damage and the creature must succeed on a DC 24 Dexterity or Strength saving throw or be grappled (escape DC 24). The neh thalggu can have up to three creatures grappled in this, and cannot attack with any tentacle grappling a creature.

**Brain Suck.** The neh thalggu may attempt to suck the brain out of any creature it has grappled, replacing up to three of its tentacle attacks. The grappled creature must make a DC 24 Constitution saving throw. On a failure, the creature takes 55 (10d10) necrotic damage and is stunned until the end of their next turn. On a success, the creature takes half damage, is not stunned, and may attempt to escape the neh thalggu's grapple.

## — LEGENDARY ACTIONS —

The neh thalggu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The neh thalggu regains spent legendary actions at the start of its turn.

**Amorphous Movement.** The neh thalggu turns into a blob and can move up to half its movement speed without provoking opportunity attacks.

**Attack.** The neh thalggu takes one attack action.

**Spellcasting (costs 2 actions).** The neh thalggu can cast one spell.

## SECRET SEEKERS

The secret seekers represent a hidden threat within the dream plane: they don't seek to upset the balance between nightmare and dreams, nor do they work with the Nightmare Council or Night Parade. Instead they have learned how to extract secrets from dreamspheres. Their unique form of divination has been whispered into their ears by a hidden divine power. It's said their god hoards secrets as a dragon does gold.

Who this divine being is seems to be a mystery. Secret seekers keep their thoughts

to themselves, but across a handful that were broken under interrogation, it seems some favor the idea that their god exists as long as secrets do. Others believe it to be a former mortal, who acquired enough power to ascend to godhood (at the cost of his hand, eye, or both, depending on the account).

When a secret seeker dies, it has 1d4 secrets written down on its person. Roll on the table below to see what sort of secrets are extracted. Secret seekers will often try to track these notes down, making them dangerous to hold onto.

### d20 Secret

- 1 A noble has been using their family money to support the poor without permission.
- 2 A wizard has changed a rival's spellbook in the hopes of winning a challenge.
- 3 A monster hunter failed in their last hunt, it was only by accident and old age the monster died.
- 4 An elf has been going against their parents wishes by visiting a human city and enjoying the culture there.
- 5 An orcish shaman who has abandoned their god has secretly been turning the tribe away from violence.
- 6 A cultist dreams of a slumbering tentacled aberration on a distant island. The cultist is, unfortunately, afraid of water.
- 7 A githzerai found a hidden creche of githyanki eggs... and let them live. This secret would get the younglings killed if found out.
- 8 A beholder dreams of wanting to be accepted by the weaker creatures in the world, not to be feared but to be loved.
- 9 A halfling is running from a dark figure from their past, one that is chasing them across all Faerûn.
- 10 A drow male, deep in the underdark, dreams of assassinating his matron, but she casts dream on her children nightly.

### d20 Secret

- 11 A fully grown adult dreams for the first time ever. They were created by a group of koa-toa who believed them into existence.
- 12 An assassin has been asked to do a job they are trying purposefully to fail without being obvious.
- 13 A dragon keeps dreaming of invaders stealing from their lair. They keep checking secret passages, which are now recorded.
- 14 A bard dreams of their love, knowing their families would never accept their relationship.
- 15 An ogre dreams of a tiny plot of land in a swamp that has only a single occupant: a prime place to set up a new home far away from adventurers.
- 16 A bored sorcerer has found a new way of using teleportation magic that seems to allow them to change when they teleport instead of where.
- 17 A rogue dreams of what might be behind a secret locked vault left behind by a now long dead arcane civilization that they had found.
- 18 A devil infiltrates the mind of a noble, encouraging them to do horrific things all in exchange for power and the only cost is the soul of their child.
- 19 The clone of a wizard has slumbered for eons. They are on the cusp of waking, when they recall their identity: an ancient evil awakens.
- 20 A dreamer is being chased by a member of the Nightmare Council for a secret they've learned about that member.



## SEEKER OF SECRETS

*Medium humanoid, lawful evil*

**Armor Class** 11

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	13 (+1)	15 (+2)	16 (+3)	11 (+0)	10 (+0)

**Skills** Arcana +5, History +5

**Senses** passive Perception 10

**Languages** Abyssal, Common, Infernal

**Challenge** 1/2 (100 XP)     **Proficiency Bonus** +2

### — ACTIONS —

**Finger Daggers.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. Finger daggers cannot be removed unwillingly unless the secret of seeker is unconscious or restrained.

**Terrifying Knowledge.** *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 8 (2d4 + 3) psychic damage.



## HIDDEN FINGER

Medium humanoid, lawful evil

**Armor Class** 12

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	10 (+0)

**Skills** Arcana +5, Nature +5

**Senses** passive Perception 11

**Languages** Abyssal, Common, Infernal

**Challenge** 1 (200 XP)      **Proficiency Bonus** +2

**Spellcasting.** The hidden finger is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *detect magic*, *protection from evil and good*, *shield*

2nd level (2 slots): *darkness*, *misty step*

### — ACTIONS —

**Multiattack.** The creature makes two attacks with its longsword.

**Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage plus 7 (2d6) psychic damage and the hidden finger has advantage on their next attack roll against that target.

**Extract Knowledge.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) psychic damage and the target has disadvantage on their next attack roll.

## LOST EYE

Medium humanoid, lawful evil

**Armor Class** 15 (mage armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	17 (+3)	19 (+4)	14 (+2)	13 (+1)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6, Nature +6, Religion +6

**Senses** passive Perception 12

**Languages** Abyssal, Common, Infernal

**Challenge** 4 (1,100 XP)      **Proficiency Bonus** +2

**Secretkeeper.** When the lost eye casts a spell that deals damage, it can change the spell's damage type to psychic.

Cantrips (at will): *chill touch*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *darkness*, *misty step*, *scorching ray*

3rd level (2 slots): *animate dead*, *fireball*

### — ACTIONS —

**Multiattack.** The lost eye attacks twice with its rapier.

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target has disadvantage on all saving throws until the end of the lost eye's next turn.

## SHIROKINUKATSUKAMI

Also known as the eater of dreams, the Shirokinukatsukami is a powerful and kind spirit. They are a protector of humans against nightmares. Weirdly, they have the face of a human except for a long thick elephantine trunk and long tusks to match. Their thick, equine body stands on the legs of a tiger while their keen ears are shaped like those of a cow. Finally, powerfully muscled arms end in claws like those of a lion, tiger, or puma.

**Dream Eaters.** In an absolutely benign fashion, the Shirokinukatsukami is capable of supping on dreams without harming the dreamer. If their dreams have become nightmares, it even has the side effect of twisting their nightmares around, helping the dreamer gain rest.

**Protectors.** There are many dangers in the dream realms, or more specifically, the Nightmare Lands. The shirokinukatsukami faces all of these threats, even the most dangerous ones like the nightmare man or a brain collector, with a grin and a laugh. Even when they are defeated by a creature of the dream plane, the shirokinukatsukami is reborn 24 hours later, unharmed by the experience.

## SHIROKINUKATSUKAMI

*Large fey, neutral good*

**Armor Class** 20 (natural armor)

**Hit Points** 238 (28d10 + 84)

**Speed** 40 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	11 (+0)	17 (+3)	18 (+4)	19 (+4)	20 (+5)

**Saving Throws** Int +9, Wis +9

**Skills** Acrobatics +5, *Insight* +9, *Nature* +9, *Perception* +9, Persuasion +10

**Senses** true sight 120 ft., *passive Perception* 19

**Languages** understands all, but cannot speak

**Challenge** 16 (15,000 XP) **Proficiency Bonus** +5

**Dream Eater.** The shirokinukatsukami can touch an unconscious creature. *Doing so* ends any ongoing spells that rely on the target being asleep, and if the target is currently suffering nightmares, their dreams turn pleasant. If the dream eater is uninterrupted for 8 hours, the creature gains twice the number of hit dice than they normally would.

**Innate Spellcasting.** The shirokinukatsukami's spellcasting ability is Wisdom (spell save DC 17). The shirokinukatsukami can innately cast the following spells, requiring no material components:

At will: *astral projection*, *dream*, *gaseous form*  
3/day each: *dominate monster*, *protection from evil and good*  
1/day: *heal*, *raise dead*

### — ACTIONS —

**Multiattack.** The creature makes 2 attacks with its claws. If both attacks target the same creature and deal damage, the shirokinukatsukami deals an extra 22 (4d10) slashing damage as its claws rake in opposite directions.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.



## THE NIGHT PARADE

All across the realms, a name is whispered in the dark corners of taverns and inns. There are those who say a secret cabal has infiltrated every bastion of civilization, from Waterdeep to Thaymount, who manipulate the world around them to further their own mysterious goals.

The ones who speak such secrets never survive long after sharing them, disappearing before dawn.

### HISTORY

Netheril was doomed, a calamity spreading across their empire at the end of their days. There wasn't much time for their mages to save themselves. Some were saved by the favor of their gods, relocated to other corners of Faerûn. Others transported themselves to the Plane of Shadow.

The Night Parade, on the other hand, transported themselves into the realm of nightmares. Nothing remains of these escaped arcanists, but their descendants have legacies of their own designs.

### CREATURES OF CHAOS

The wizards who came to the realm of nightmares were not prepared for the maddening nature of this realm, and yet they were unable to return to Faerûn and so were forced to develop magical techniques with which to transform their bodies.

This process has rendered them sterile, and so they instead recruit

unfortunate souls who need help, those down on their luck, or other humanoids who are disenfranchised with society. While they sometimes kidnap new members, they prefer willing souls as it makes the transformation process much more likely to succeed.

### HIDDEN EVIL

In addition to kidnapping newborns and young children, the Night Parade infiltrates populated areas of the realms, creating secret cabals to hide themselves. The greatest of these plans happened in Calimport over a hundred years ago. The ageless nature of the Dream Realms is the tool they need to wait out the memory of those who would try to stop them.

Once the realms have forgotten the existence of the Parade, they can resume their activities on the material plane.



## NIGHT PARADE (TEMPLATE)

Any humanoid can be transformed into a member of the Night Parade. While the vast majority of their members are of human descent, there are more than a few with elven, dwarven, or even tiefling blood flowing in their veins.

Follow the steps below to transform an existing humanoid into a member of the Night Parade. You can roll randomly, or simply choose the most appropriate option during creation.

**Size.** Roll 1d6 to determine size.

d6	Size
1-2	Creature's size changes to Small.
3-5	Creature's size changes to Medium.
6	Creature's size changes to Large.

If the creature's size decreases, it gains the Small trait. If the creature's size increases, it gains the Large trait.

**Large.** This creature has advantage on Strength checks and Strength saving throws.

**Small.** This creature has disadvantage on Strength checks and Strength saving throws.

**Features.** Roll 1d4 to determine how many features this creature possesses. Then roll 1d20 to determine each feature (consulting the Night Parade Features table below) or simply create your own. These features are largely vestigial and do not add functionality to the creature.

### NIGHT PARADE FEATURES

d20	Feature
1	Horns on head
2	Fangs or tusked teeth
3	Forked tongue
4	Oversized, pointed ears
5	Eyes of a solid color
6	Animal eyes
7	Animal-like legs
8	Furry or Hairless body (d2)
9	Spined ridge down back
10	Covered in feathers
11	A non-prehensile tail
12	Covered in scales
13	Clawed hands
14	Amorphous body
15	Unusual and powerful smell
16	Extra set of smaller arms
17	Centaur-like body shape
18	Insect-like chitinous carapace
19	Three voices that speak as one
20	An extra head or face (d2)

**Locomotion.** Roll 1d10 to determine how the creature gets around.

d10	Locomotion
1	Swims. Creature gains a swim speed equal to their base speed. If rolled multiple times, the creature gains the trait <b>Amphibious</b> .
2-6	Walks. If rolled multiple times, add +10 to their base speed.
7	Oozes. Creature gains a climb speed equal to their base speed and can climb without the use of hands. If rolled multiple times, the creature gains the trait <b>Amorphous</b> .
8	Flies. The creature gains wings and has a fly speed equal to their base speed. If rolled multiple times, it hovers.
9-10	Multiple forms of locomotion. Roll twice more, granting all resulting forms of movement to the creature.

**Amphibious.** The creature can breathe air and water.

**Amorphous.** The creature can move through a space as narrow as 1 inch wide without squeezing.

**Skin.** Roll 1d6 to determine the creature's skin. Each type of skin has an AC listed next to it. The creature's AC cannot be less than this value, regardless of what armor they are wearing.

d6	Skin	Armor Class
1	Normal Skin	10
2	Thick Skin	12
3	Waxy Skin	14
4	Woody Skin	16
5	Stoney Skin	18
6	Metallic Skin	20

**Natural Attacks.** Roll 1d12 to determine if the creature gains any new natural attacks. Any new attacks will have their damage listed beside them. If the creature has multiattack, it can replace any of the attacks listed with one gained from this roll.

d12	Natural Weapon
1-3	Claws. The creature's unarmed attacks deal 1d6 slashing damage on hit.
4-6	Bite. The creature's unarmed attacks deal 1d6 piercing damage on hit.
7-9	Tentacle. The creature's unarmed attacks deal 1d6 bludgeoning damage on hit.
10-11	Extra Arm or Leg (d2). The creature is able to make a claw, tentacle, or bite attack as a bonus action.
12	Multiple natural attacks. Roll twice more, granting all resulting natural attacks to the creature.

**Skin Color.** Roll 1d10 to determine the pattern and 1d10 to determine the colors of that pattern.

d10	Pattern
1	Two colors alternating in stripes.
2	One color across the back, with two more dotted or speckled in the softer areas like the face, palms, or belly.
3	One solid color.
4	The creature's head and limbs are one color, while its main body is another.
5	The creature is mostly one color during the day, and mostly another at night.
6	The creature is translucent, with a single opaque color at the end of each of their limbs.
7	The creature is randomly multicolored (2d4 colors, spread at random).
8	The creature has a delicate coloration of two colors, much like a butterfly.
9	The creature has three different colors found banded across their body.
10	The creature is iridescent, changing color as light plays across their skin.

d10	Color
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Purple
8	White
9	Black
10	A natural color for the race of the base creature



**Saving Throws.** If the base creature does not have any bonuses to any saving throw, roll below twice. If they possess a bonus to one saving throw, roll below once. Otherwise skip this step. The calculated value of this is their ability modifier plus their proficiency bonus (Chapter 9 of the *Dungeon Master's Guide*, Creating a Monster).

d6	Saving Throw	d6	Saving Throw
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

**Special Abilities.** Roll 1d10 and consult the following table to determine the number of unique special abilities the creature gains. Then roll 1d100 and consult the **Unique Abilities** table to determine each of these new abilities.

Any saving throws have a DC of 10 + the creature's Charisma modifier. When making spell attacks, treat the attack as a ranged attack that uses Charisma instead of Dexterity. Spells cast from these abilities are cast at their lowest spell level (a *fireball* from trait 25 cannot be cast with a higher level slot to make it more powerful).

Melee attacks use the creature's Strength modifier while ranged attacks use the creature's Dexterity modifier.

d10	Number of Abilities
1-3	One special ability
4-7	Two special abilities
8-9	Three special abilities
10	One special ability, and roll again on this table

**Resistances, Vulnerabilities, Immunities.**

Roll 1d6 - 3 twice. The first roll determines how many resistances the creature has. The second is how many vulnerabilities. If you roll the same damage type for resistance, that becomes an immunity. Reroll duplicate vulnerabilities.

**Damage Types.** Roll 1d10 to determine the type of damage a trait is referencing.

d10	Damage Type
1	Cold
2	Poison
3	Acid
4	Psychic
5	Fire
6	Necrotic
7	Radiant
8	Force
9	Thunder
10	Lightning

**Challenge Rating.** Increase the CR of the creature by 1 for every 2 special abilities it gained.

## UNIQUE ABILITIES

### d100 Unique Ability

- 1–4 At the end of each of its turns, if the creature can see a hostile creature, acid filled pustules inflate and burst. This casts acid splash on all valid targets for the spell (using no action).
- 5–6 Turn invisible as a reaction to taking damage. This lasts until the creature casts a spell or makes an attack.
- 7–8 Has advantage on saving throws against spells.
- 9–10 Constant laughing. The first time a creature approaches within 30 feet of the creature, they **must succeed** on a Wisdom saving throw or be affected by tasha's hideous laughter. Once a creature succeeds or fails at this saving throw, they're immune to this creature's laughter for 24 hours.
- 11–12 The creature can cast control weather without using a spell slot or material components (resets on a short rest).
- 13–14 The creature can cast call lightning without using a spell slot or material components (resets on a short rest).
- 15–16 Any nonmagical metal that strikes the creature turns to rust, becoming **useless**. As an **action**, the creature can touch nonmagical metal and turn it to rust.
- 17–18 Any creature striking the creature with a melee attack becomes poisoned and **takes** 1d8 poison damage.
- 19–20 The creature can cast transmute rock without using a spell slot or material components (resets on a short rest).
- 21–22 The creature can cast cloud kill without using a spell slot or material components. It stays centered on the creature, who is immune to the effect (resets on a long rest).
- 23–24 As a bonus action, a mouth appears on the creature's body, **screeching** loudly. Any being within 30 feet who can hear the scream must **succeed on a Wisdom saving throw** or become stunned until the end of their next turn.
- 25–26 As a bonus action, the creature **can belch forth a gout of flame**. Treat this effect as casting burning hands, but it is a nonmagical effect (recharge 5 or 6).
- 27–28 The creature can cast gaseous form without using a spell slot or material components. The creature can use this ability three times, **regaining all uses on a long rest**.
- 29–30 At the start of its turn, the creature **regains 5 hit points** if it isn't at 0 hit points. Additionally the creature is resistant to two types of damage (see below).
- 31–32 Whenever the creature deals damage with a melee attack, the target must succeed on a DC 13 Constitution saving throw. On a **failed save**, a target begins to turn to stone and is restrained. The restrained target must **repeat the saving throw** at the end of its next turn. On a success, the effect ends on the target. On a failure, the **target is petrified until freed** by the greater restoration spell or other magic (recharge 6).
- 33–34 The creature **does not need to breathe**.
- 35–36 The creature **has 1d8 extra eyes**. It has advantage on Wisdom (Perception) checks to detect creatures by sight.
- 37–38 The creature's head is that of a wolf. The creature has advantage when tracking creatures by scent.
- 39–40 The creature has oversized bat-like ears. It has advantage on Wisdom (Perception) checks to detect creatures by sound.
- 41–42 The creature is immune to damage from magical weapons, but vulnerable to weapons that are not enchanted.
- 43–44 The creature can cast darkness without using a spell slot or material components. The creature can use this ability three times, **regaining all uses on a long rest**.

## UNIQUE ABILITIES

### d100 Unique Ability

- 45–46 The creature can use its action and touch a creature within 5 feet. The target must succeed on a Constitution saving throw or become paralyzed. At the end of each of its turns, the target can attempt a new saving throw to end the effect. The creature can use this ability three times, regaining all uses on a long rest.
- 47–48 The creature can innately cast conjure animals at will. It can only summon creatures of CR 1/4 or lower and cannot use this ability again until after the spell ends.
- 49–50 The creature can cast fireball without using a spell slot or material components. The creature can use this ability three times, regaining all uses on a long rest.
- 51–52 The creature can read the mind of any creature within 30 feet.
- 53–54 The creature can cast wall of force without using a spell slot or material components (recharge long rest).
- 55–56 As a reaction, the creature can impose disadvantage on any ability check, attack roll, or saving throw.
- 57–58 The creature can cast ice storm without using a spell slot or material components (recharge long rest).
- 59–60 As an action, the creature leaves behind a gob of waist-high ooze that fills a 10-foot sphere. This counts as half cover and lasts for 10 minutes. The creature can use this ability three times, regaining all uses on a long rest.
- 61–62 The creature can use its reaction to pull a copy of itself from the past. The current version of the creature vanishes forever and anything it learned during this time is lost. The copy returns at full health with every ability recharged except this one (recharge long rest).
- 63–64 As a reaction to the creature being the target of a melee attack, roll 1d20. On a 11+, the attack strikes a different target within reach of the target.
- 65–66 The first time a being sees this creature, they must succeed on a Wisdom saving throw or become charmed by the creature, regarding it as their friend. This lasts until the target cannot see the creature, or until the creature acts in a hostile way toward them. When this effect ends, or if the creature succeeded on their saving throw, they become immune to being charmed by this creature.
- 67–74 The creature is surrounded by bees. All melee weapon attacks against it have disadvantage.
- 75–81 The creature is surrounded by wind. All ranged weapon attacks against it have disadvantage.
- 82–83 The creature is covered with small fingers all across their body. This creature makes grapple checks with advantage.
- 84–85 When the creature starts its turn, if it's incorporeal, it becomes physical. Otherwise, it becomes incorporeal. While incorporeal, the creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- 86–87 When this creature is grappling another creature no larger than one size smaller than themselves, it is able to unhinge their jaw and swallow it as a bonus action. Creatures swallowed this way have disadvantage on any checks made to escape the grapple.
- 88–89 As an action, the creature vomits a pool of blood. The creature gains a level of exhaustion. They can telepathically control this pool of blood as though it were an ooze of Small size using an action. It possesses the Amorphous trait and has true sight out to 20 feet, an AC of 7, 10 hp, and a climb speed of 30 feet. It possesses no attacks.
- 90–100 The creature can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



## NIGHT PARADE CULTIST

This night parade cultist looks like a scaled human but with an irregular shifting form. It's translucent skin turns opaque yellow at the end of its limbs. Long lanky arms and legs grant it a much faster gait than one would expect from a creature of its size. Although it wears leather armor, waxy skin provides a thick protection from blows. Seemingly at random, new arms will sprout, attack, and then fall off and wither to dust.

### GENERATED RESULTS

The Night Parade Cultist here rolled a change to size (1), scaled and amorphous as features (12 and 14 respectively), walking for locomotion (3), waxy skin (3), an extra arm as an attack (11), translucent skin that runs into a color (6, with yellow as the color), new saving throws of Dexterity and Charisma (2 and 6). For features it rolled a 10 and then a 1, granting it two features: fireball and polymorph (49 and 100). Because it has two features, we increased the CR by 1 (from 1/8). Afterwards, a small bit of descriptive text helps sell the overall look for the creature.

### WANT TO GENERATE YOUR OWN?

Check out the [web-based generator tool](#) here!

[Night Parade Generator](#)

## NIGHT PARADE CULTIST

*Small humanoid (human), any non-good alignment*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d8)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws** Dexterity +3, Charisma +2

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency Bonus** +2

**Dark Devotion.** The night parade cultist has advantage on saving throws against being charmed or frightened.

**Polymorph.** The night parade cultist can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Fireball (3/Day).** The night parade cultist can cast *fireball* without using a spell slot or material components.

**Small.** The night parade cultist has disadvantage on Strength checks and Strength saving throws, and -2 damage on attacks that use Strength.

**Amorphous.** The creature can move through a space as narrow as 1 inch wide without squeezing.

### — ACTIONS —

**Multiattack.** The night parade cultist attacks twice: once with its scimitar and once with its claw attack.

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

**Claw.** *Melee Weapon Attack:* -1 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

## THE NIGHTMARE COURT

From the Nightmare Man who rules over his court as a silent enigmatic entity, to the primal rainbow serpent, who brings nightmares of being hunted to creatures who might have otherwise never known the fear of being prey, the rulers of the Nightmare Lands are capricious, mysterious, and fickle beings who exist only within the confines of their own domains: dreams twisted into nightmares.

These creature statblocks are provided with permission by Oliver Darkshire from the supplement [Ravenloft Gazetteer: The Nightmare Court](#)

### MORPHEUS

Medium fey, chaotic neutral

**Armor Class** 19 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

**Saving Throws** Dex +7, Wis +4

**Skills** Acrobatics +7, Sleight of Hand +7

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 10

**Languages** All

**Challenge** 10 (5,900 XP) **Proficiency Bonus** +4

**Dreamwalker.** Morpheus is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Morpheus can enter or leave any dreamsphere caught in the nightmare web or within the Nightmare Lands.

**Discorporation.** If Morpheus is reduced to 0 hit points, he vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Morpheus has the following flaws:

- Morpheus is Frightened of any creature that calls him by his name, bypassing his immunity to the condition
- Morpheus cannot enter the dream of a creature protected by an unbroken circle of salt
- Morpheus takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Morpheus' innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *polymorph*, *fabricate*, *creation*, *passwall*  
3/day each: *mass polymorph*, *mirage arcane*  
1/day each: *true polymorph*, *time stop*

#### — ACTIONS —

**Hoof.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) bludgeoning damage

#### — BONUS ACTIONS —

**Twisting Step (Recharge 4–6).** As a bonus action, Morpheus can teleport up to 30 feet to an unoccupied space it can see.

## THE GHOST DANCER

Medium fey, chaotic neutral

**Armor Class** 19 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 45 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	21 (+5)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +4, Wis +5

**Skills** Acrobatics +9, Performance +8

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 11

**Languages** understands all, cannot speak

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Wandering Steps.** If the Ghost Dancer moves more than 10 feet on her turn, she turns invisible and remains so until she next moves or casts a spell.

**Dreamwalker.** The Ghost Dancer is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived

in this manner. The Ghost Dancer can enter or leave any dreamsphere caught in the nightmare web or within the Nightmare Lands.

**Discorporation.** If The Ghost Dancer is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** The Ghost Dancer has the following flaws:

- The Ghost Dancer is frightened of any creature that calls her by her name, bypassing her immunity to the condition
- The Ghost Dancer cannot enter the dream of a creature protected by an unbroken circle of salt
- The Ghost Dancer takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** The Ghost Dancer's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *enthrall*, *eyebite*, *mislead*

3/day each: *otto's irresistible dance*, *compulsion*

1/day each: *dominate monster*

### ACTIONS

**Inconvenient Foot.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 5) bludgeoning damage.

## HYPNOS

Medium fey, chaotic neutral

**Armor Class** 14 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	10 (+0)	12 (+1)	21 (+6)	16 (+3)	20 (+5)

**Saving Throws** Dex +5, Wis +7

**Skills** Insight +7, Deception +9

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 13

**Languages** all

**Challenge** 6 (2,300 XP) **Proficiency Bonus** +3

**Diplomatic Immunity.** Enchantments cast by Hypnos on creatures in a dreamscape affect those creatures in the waking world.

**Dreamwalker.** Hypnos is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature

protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Hypnos can enter or leave any dreamsphere caught in the nightmare web or within the Nightmare Lands.

**Discorporation.** If Hypnos is reduced to 0 hit points, he vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Hypnos has the following flaws:

- Hypnos is frightened of any creature that calls him by his name, bypassing his immunity to the condition
- Hypnos cannot enter the dream of a creature protected by an unbroken circle of salt
- Hypnos takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Hypnos's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *suggestion*, *detect thoughts*

3/day each: *geas*, *hypnotic pattern*, *calm emotions*

1/day each: *modify memory*, *feeblemind*

### ACTIONS

**Misgiving Slap.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

## THE RAINBOW SERPENT

*Small fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 53 (10d4 + 18)

**Speed** 30 ft., fly 120 ft.

Str	Dex	Con	Int	Wis	Cha
4 (-3)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	24 (+7)

**Saving Throws** Con +4, Int +4

**Skills** Insight +9, Deception +15, Persuasion +15

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 11

**Languages** all

**Challenge** 4 (1,100 XP) **Proficiency Bonus** +3

**Iridescent Falsehood.** The Rainbow Serpent is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses.

**Dreamwalker.** Rainbow Serpent is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Rainbow Serpent can enter or leave any

dreamsphere caught in the nightmare web or within the Nightmare Lands.

**Discorporation.** If Rainbow Serpent is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Rainbow Serpent has the following flaws:

- Rainbow Serpent is frightened of any creature that calls it by its name, bypassing its immunity to the condition
- Rainbow Serpent cannot enter the dream of a creature protected by an unbroken circle of salt
- Rainbow Serpent takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Rainbow Serpent's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *friends*

3/day each: *sympathy/antipathy*, *feeblemind*

1/day each: *glibness*

### ACTIONS

**Truth Serum.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target is poisoned for 1 minute. While poisoned, the target can't knowingly tell a lie.

## MULLONGA

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
4 (-3)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	24 (+7)

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 16

**Languages** all

**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

**The Smell of Fear.** Mullonga knows the direction and distance to any creature in her Dreamscape.

**Dreamwalker.** Mullonga is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Mullonga can enter or leave any dreamsphere caught in the nightmare web or within the Nightmare Lands.

**Discorporation.** If Mullonga is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Mullonga has the following flaws:

- Mullonga is frightened of any creature that calls her by her name, bypassing her immunity to the condition
- Mullonga cannot enter the dream of a creature protected by an unbroken circle of salt
- Mullonga takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Mullonga's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *conjure fey*, *major image*

3/day each: *illusory dragon*, *fear*

1/day each: *weird*

### ACTIONS

**Multiattack.** Mullonga makes three attacks with her fingernails.

**Jagged Fingernails.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.