



DREAM WEAVER

AN ADVENTURE FOR
5TH, 12TH, 19TH LEVEL

"NEVER FOLLOW YOUR DREAMS.
THEY'RE TERRIBLE NAVIGATORS."

HELIANA

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USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *Dream Weaver*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 12, or 19. Characters who complete this hunt should earn enough experience to progress one-third of the way to 6th or 13th level, or two-fifths of the way to 20th level. The adventurers must enter the Dreamscape to free a population of villagers held in perpetual sleep by an extraplanar aberration: the dreamholder.

After discovering all of the villagers asleep, the party must themselves fall asleep to enter the Dreamscape. In the Dreamscape, the party meets the villagers' psyches in a perpetual loop of three locomotive carriages. They have a chance to release these psyches from the illusions to which the dreamholder is subjecting them. Eventually, the dreamholder notices the party's interference, and things take a more violent turn.

BACKGROUND

On a psychedelic trip to the Astral Plane induced by consuming magical mushrooms, Esmeralda Butterwort, the apothecary for the village of Cordette, brought back a stowaway from the Far Realm in the corners of her mind. This parasite, a dreamholder by the name of Insomnium, began hopping between villagers' dreams, manipulating them to incite great emotion on which it fed. This had the side effect of linking the villager's dreams, creating some socially awkward encounters.

Insomnium quickly realised that the village was small and diurnal—a problem for a being that requires a continuous chain of sleeping creatures to exist. All the villagers worked during the day, meaning that, in order not to get ejected back to the Astral Plane, Insomnium had to spend the days manipulating the dreams of napping cats, barn owls, and—worst of all—bats (all they dream about is nectar). These simple-minded creatures provided little nourishment, and Insomnium was "forced" to lock sleepers into their dreams, to ensure it didn't have to consume such paltry offerings again.



Bucket, the village mayor's automaton, is one of the few individuals left unaffected, by virtue of not needing to sleep. While some villagers escaped, most are now trapped in slumber, and Bucket has sent a request to Heliana for help. Several villagers are showing signs of physical exhaustion, and one has passed on entirely. If action isn't taken quickly, more of the villagers might soon expire.

SUMMARY

Here's the main info to grasp:

- **Which Monster?** The dreamholder, Insomnium, is an aberration from the Anomalies, a strange and distant plane of existence.
- **Monster's Motivation.** Insomnium desires to create a perpetual Dreamscape from which it can feed. To do this it plans to lock the villagers into a perpetual sleep.
- **Monster's Previous Actions.** About a week ago, Insomnium created a Dreamscape by linking the dreams of Cordette's villagers and has since held them in an almost-perpetual slumber. It feeds on their emotions, which it manipulates through illusions. To ensure these dreamers do not die from exhaustion, it must periodically let

them wake to eat and drink, knowing that they must return to sleep. However, it hasn't perfected this practice: some villagers—the frail and infirm—have already passed from exhaustion, and one individual wakes and flees when the party arrives (see Clue 2, page 8).

- **Where's the Monster?** The dreamholder exists within the Dreamscape, a melange of the dreams of the villagers over which it holds dominion.

ADVENTURE HOOKS

A hamlet full of sleeping villagers? That doesn't sound like a dungeon. Like a deep therapy session, the real dungeon is in your mind or, more specifically, the adventurers' dreams. Use as many of the following hooks as necessary to get your party motivated.

- **Curiosity: Group Naptime.** A whole village has gone to sleep, and none can be woken. Bucket, the mayor's automaton, has tried the usual medical procedures: smelling salts, leeches, and electrocution; nothing has worked! This seems like a magical mystery.

- **Morality: Eternal Sleep.** One villager has already passed from exhaustion and more could soon follow if steps aren't taken to wake them. Luckily, the village's children were on a school trip and have since been residing in a nearby town. However, will there be parents to return to?
- **Compensation: Baron Bodrum's Disaster Relief Discretionary Fund.** As per its programming, Bucket, the automaton, can access the discretionary fund set up by Baron Bodrum to ensure continuity of all business ventures. It is permitted to pay the party upon resumption of normal village activity.

Bucket. The town's mayor, Sandy Topman, was gifted an automaton by Baron Bodrum. This magic-infused machine usually performs menial tasks, acts as a secretary, and secretly reports to the Baron. Sandy, quite astutely, doesn't trust it. Now, Bucket is the only conscious being in the village. It can act as the party's quest giver and guide them around the village, explaining the information in the adventure hooks and providing the clues marked 'Bucket' in the Know Thy Enemy section.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
5th	750 gp	2,400
12th	4,250 gp	7,500
19th	8,750 gp	20,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

CHARACTERS

BUCKET

Bucket is an advanced automaton from Baron Bodrum Businesses Inc.'s buddy bot line. Vaguely humanoid-shaped, his brass exterior is in need of polish, and slight squeaks can be heard whenever he moves, as his joints need oiling. Bucket is polite, verging on obsequious, but has an experimental behavioural enchantment that results in moments of low-key sarcasm and saltiness. If pressed about this apparently rude behaviour, he will feign innocence, remarking "How could I have been so blind as to not see the offence that might have caused! Please accept my heartfelt apologies."

BUCKET

Automaton, secretary, he/him

Personality. Jobs worth, obsequious.

Appearance. Humanoid-shaped, made of wood and metal, eye glows with arcane energy.

Desire. To report any and all findings back to Baron Bodrum and to tacitly insult all humanoids.

Fear. Becoming obsolete.

"I do apologise if my words cause offence. Dealing with you emotion-havers is quite the effort!"



BUCKET

VILLAGERS

Throughout the village, there are twelve sleepers. One of them (Ayu Aeska, see Clue 2) awakens while the party is in town, fleeing after they interact with the party. Another, the village storyteller, Ol' Matthias, has expired. The rest of the villagers, including all the children, are staying in a nearby town. The villagers were not moved out of Cordette for fear of spreading their infection. The sleeping villagers are:

- **Esmeralda Butterwort**, a jolly NG female halfling, is Cordette's apothecary. She enjoys recreational use of magical mushrooms and hates people who behave too officiously or lawfully.
- **Sandy Topman**, an affable and polite LG female dwarf, is Cordette's mayor and the mill owner. She is charming, has a head for numbers, and likes to avoid confrontation, ensuring all are as happy as can be, within reason.
- **Ma Slake**, a sardonic female LN half-elf, is Cordette's innkeeper. She runs a tight ship, having worked as a quartermaster on merchant vessels in her youth. She likes efficiency and loathes laziness.
- **Alan Gruber**, a laissez-faire male N human, is the village drunk. He lives off of his war pension, having been a soldier, and is secretly in love with Ma Slake. He likes jokes and avoids talking about anything too serious.
- **Labourers**. Cordette contains a large contingent of miners and farmers. Of those, three individuals are in the Dreamscape. All three appreciate camaraderie and a respect for workers' rights, and all detest how big business treats its workers as expendable cogs in a larger machine.
 - ◊ **Brude Mountainroot**, leader of the three, is a middle-aged, taciturn NG female dwarf, who's never been promoted to foreman because she is "more on the worker's side than the business".
 - ◊ **Mokun Fastwrench** is a young, excitable NG male gnome, full of bravado, but unwilling to throw the first punch, ever.
 - ◊ **Kosh** is a silent, steely-eyed N male half-elf who had his tongue removed for speaking out against a former master.

- **Lawyers**. Though not technically from Cordette, these three lawyers were in town to parlay with the dissenting workforce who were trying to unionise. They represent Baron Bodrum Businesses Inc. and see all the villagers as either misguided or malevolent.
 - ◊ **Silvant Brightquill**, a precise LN female gnome, is the group's leader. She follows the letter of the law; morality has no say in the decisions she makes.
 - ◊ **Mala Velont**, a ruthless LE female dragonborn, is Silvant's assistant. She is greedy, in it for her own gain, and is quick to bear a grudge.
 - ◊ **Brosh**, a quiet LN male gobboc, is their clerk. He constantly takes notes, leaving him no time to talk. He is easily impressed by his superiors but takes a haughty, patronising stance with those he believes beneath him.

CORDETTE

Cordette is a small, ambiguous village, usually home to approximately one hundred individuals; a mix of humans, dwarves, halflings, and half-elves. If you find yourself in need of guidance, Cordette can be set in rolling green hills, scattered with sparkling rivers, industrious farms, and mine shafts. The village itself is centred around a mid-sized river, over which spans an ancient-but-sturdy stone bridge. On one side of the bridge, Topman's Watermill grinds grain for the surrounding farmers. On the other, Slake's Thirst provides ale after a hard day's work and has lodgings for miners. Other notable buildings are:

- **Herbaltrip**, Esmeralda Butterwort's apothecary.
- **The Bodrum Teachery**, a school funded by Baron Bodrum Businesses Inc.'s Philanthropic Fund. The teacher, Ms. Taxi, as well as all the kids, were on a school trip when the ordeal began and are now in a nearby town.
- **Ferally Ferrous**, a smithy run by a suspiciously hairy male human named Omon Fowl. Omon was away for a 'full moon' party at the time everyone got trapped in their sleep stasis and has not yet returned.

KNOW THY ENEMY

Interacting with Bucket or exploring Cordette can reveal clues about the upcoming confrontation. These can be delivered before the party enters the Dreamscape or during their exploration of the locomotive carriages.

- Creatures in the Dreamscape take psychic damage.
- You enter the Dreamscape by sleeping, and creatures trapped there can be restored to their body.
- The dreamholder likes things to be quiet; thunder damage (and psychic damage) disturb its ethereality and remove its immunity to bludgeoning, piercing, and slashing damage.

CLUE 1: PSYCHIC TRAUMA

Observing the sleeping villagers reveals two things: they suffer from exhaustion and psychic damage.

EXPLORATION

Observing any of the sleepers gives the party the opportunity to identify some of the symptoms of perpetual sleep. A successful **DC 12 Intelligence (Arcana or Medicine)** check reveals two things:

- All villagers (except the mayor; see Bucket, below) suffer from **exhaustion**; they haven't eaten or drunk in days.
- Some villagers have dried blood near their eyes, ears, and nose*, and their eyes are bloodshot. These are the typical symptoms of taking psychic damage.

A result of **16** or higher on the check also reveals that the effect is magical in nature, and can't be reversed from the Material Plane by all but the mightiest of magics.

BUCKET

Bucket explains that he administers a sugary brine solution to the mayor which seems to stave off the exhaustion effects. However, another harm, one that causes bleeding from the nose, eyes, and ears*, seems to occur spontaneously. A successful **DC 12 Intelligence (Arcana or Medicine)** check reveals these to be signs of psychic damage.

*If you describe psychic damage using different symptoms, substitute those here.



HANDOUT 1.
PSYCHIC TRAUMA

CLUE 2: SLEEP TO WAKE

Any attempt to wake the sleepers on the Material Plane, besides using the *wish* spell, fails. Spontaneously, one sleeper, a slightly deranged CG male halfling labourer named **Ayu Aeska**, wakes, explains some basics to the party, and flees. This should inform the players that there is a place they can enter by falling asleep and that they can find the sleeping villagers within.

EXPLORATION

Whenever you deem appropriate, the party can find the sleeping form of Ayu Aeska or overhear crashing in a nearby building as he suddenly awakens. By chance, he became lucid in his dream and managed to break out of the Dreamscape. He explains that he saw all of the other villagers, but none of them made any sense. There was one creature he didn't recognise, a conductor, explaining, "His eyes had too many

pupils..." He refuses to stay in the village, despite being obviously exhausted, and crawls away as soon as possible, stating, "I'll never sleep again!" He leaves behind the scribbled note, below (handout 2).

BUCKET

Bucket mentions that before they left, some villagers refused to go to sleep. Those that successfully staved off their fatigue never got trapped and were able to leave to a nearby town. The villagers refused to bring the sleepers with them, for fear of spreading 'the disease'.

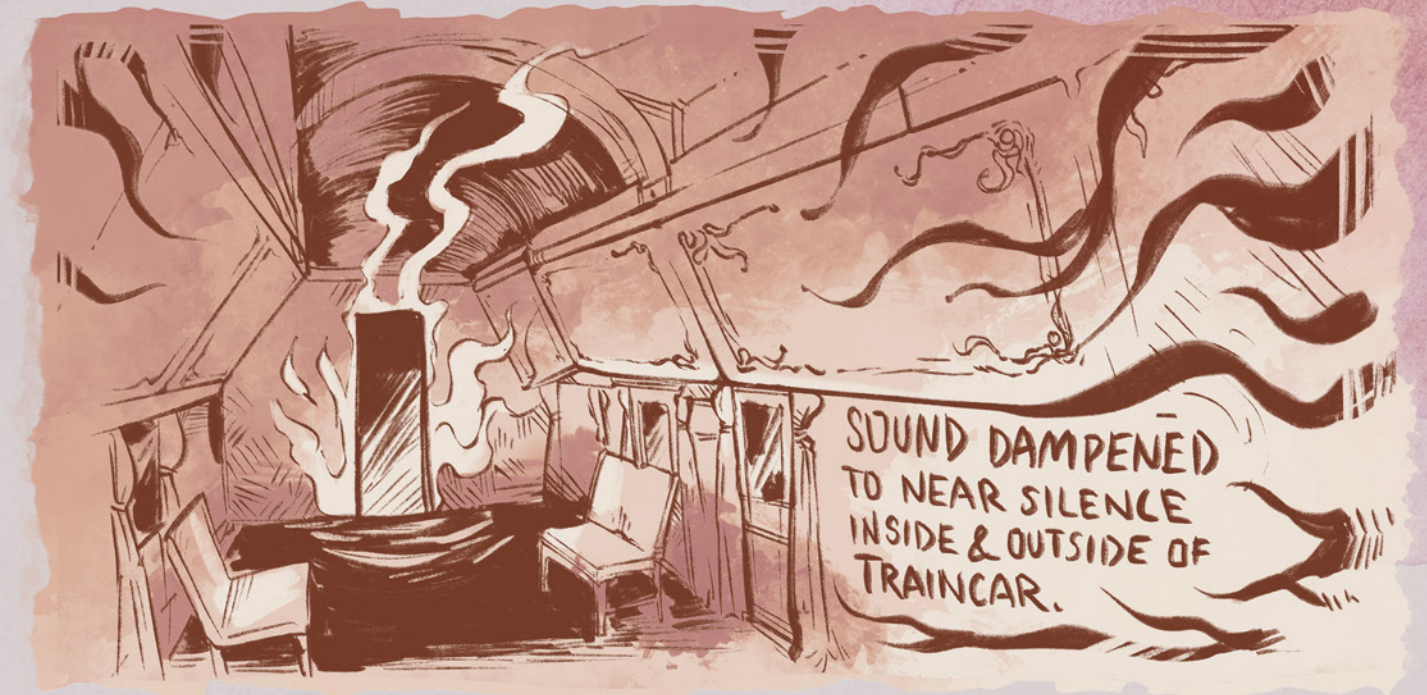
Sleeping Draught. Bucket can guide the party to Herbaltrip, Esmerelda's apothecary, and help them find a sleeping draught with enough doses for all the party. This *draught of lucid dreaming* is powerful enough to cause even elves to dream and ensures its drinkers are lucid when they enter the Dreamscape.



HANDOUT 2.
DREAMER'S NOTE

JESSE JACKDAW BURNS

JESSE JACKDAW BURNS



HANDOUT 3.
DAMPENED SOUND

CLUE 3: QUIET

The dreamholder can flicker out of existence, avoiding bludgeoning, piercing, and slashing damage entirely. In addition, it abhors loud noises. Thunder damage, along with psychic damage, can interfere with its focus and render it corporeal, allowing the physical damage types to affect it.

Loud Noises. This is a hard clue to communicate. You can narrate how loud noises cause visual glitches to occur in the environment of the Dreamscape. Though it's not in its stat block, you can have the dreamholder make a **VDC Wisdom saving throw** whenever it hears a loud noise, triggering its Inconsistent Incorporeality trait on a failure. This gives lower-level characters, which typically have fewer damage types at their disposal, a viable means of triggering the trait.

EXPLORATION

Once the adventurers enter the Dreamscape, everything is muted. This is reinforced by sections of each read-aloud passage. In addition to that, you can describe the following:

- The floor and walls are padded, dampening the sound of footsteps.
- The storm outside the locomotive's windows is entirely silent.
- It's generally hard to hear. You, as the GM, can speak quietly so that the players ask you to speak up in your narration. In addition, all creatures have **disadvantage** on Wisdom (Perception) checks that involve hearing.
- An adventurer or NPC can bump into something causing it to fall and make a loud sound, which in turn causes visual glitches.

THE DREAMSCAPE

When a creature sleeps, its psyche manifests a reality commonly known as a dream. Usually, these Dreamscapes exist solely within the mind of the dreamer, a private dimension to explore one's own memories and thoughts. However, powerful magic, such as that possessed by a dreamholder, allows creatures to enter the Dreamscapes of others. Dreamholders can bridge the Dreamscapes of nearby sleepers and even trap people within their dreams, creating a tangled web of interconnecting landscapes, scenarios, and characters. This Dreamscape becomes a dreamholder's lair, from which it feeds on the psychic energy caused by extreme emotions, such as joy, anger, and fear.

Insomnium, the aberration that holds Cordette in its sway, has created a Dreamscape consisting of adjoined locomotive carriages that are an enclosed loop. The villagers' psyches are trapped in this Dreamscape.

DREAMSCAPE KNOWLEDGE

You can impart the following information (Death, Dream Spell, and Resting) to a creature that succeeds on a **VDC Intelligence (History or Arcana)** check.

Death. Dying in the Dreamscape causes the psyche to become shattered. It can't return to its body, which remains in a coma and eventually passes away from exhaustion unless magically fortified.

Dream Spell. A creature that casts the *dream* spell while in the Dreamscape can duplicate the effects of any other spell of 4th level or lower. It doesn't need to meet any requirements of that spell, including costly components. The spell simply takes effect. Alternatively, a creature can create one of the following effects of its choice:

- The creature creates one object of up to 5,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space the creature can see on the ground.
- The creature allows up to four creatures that it can see to regain half their hit points, and it ends all effects on them as described in the *lesser restoration* spell.
- The creature grants up to four creatures that it can see **resistance** to a damage type it chooses for **10 minutes**.

The creature might be able to achieve something beyond the scope of the above examples. The player should state their desire to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the desire, the greater the likelihood that something goes wrong. Anything, be it object, creature, or other, created by this spell, remains in the Dreamscape if the caster leaves this realm.

Resting. It is impossible to rest in the Dreamscape. A creature can't gain the benefits of either a short or long rest, no matter how much time it spends resting. The exception to this is changing prepared spells, which can be done over the course of 10 minutes. Going for more than 24 hours without a long rest prompts a **Constitution saving throw** to avoid gaining exhaustion, as usual.

ENTERING THE DREAMSCAPE

To enter Insomnium's Dreamscape, an adventurer must fall unconscious while within one mile of one of Cordette's sleeping villagers. A character that does so immediately awakens in the Dreamscape. Bucket can direct the party to the local apothecary, which contains *draughts of lucid dreaming* with enough doses for all the party. These draughts affect even creatures that don't normally dream, like elves, and ensure a creature is lucid when it dreams. Alternatively, a creature that casts the *dream* spell targeting a creature in a dreamscape can remotely enter the dreamscape as a lucid dreamer.

ENTERING THE DREAMSCAPE ACCIDENTALLY

What if your players' characters fall asleep without consuming the *draught of lucid dreaming*? A creature that falls asleep within a mile of Cordette enters the Dreamscape but must succeed on a **VDC Wisdom saving throw** in order to be aware that it's dreaming. A creature that fails this saving throw sees what the dreamholder wants it to see, and is kept in the Dreamscape by Insomnium until it becomes a lucid dreamer.

LEAVING THE DREAMSCAPE

A creature that is lucid dreaming can use its action to make a **VDC Wisdom saving throw**. On a success, its psyche is restored to its body and it wakes in the Material Plane.

Beguiled Dreamers. Typically, creatures trapped in the Dreamscape aren't lucid dreaming. Such creatures can be made to see through the dreamholder's illusions by interacting with lucid-dreaming creatures (such as the player characters) inside the Dreamscape (see Dreamers). A creature that sees through the illusion becomes a lucid dreamer and can attempt to leave the Dreamscape as described. From the Material Plane, only a *wish* spell can restore a psyche trapped in the Dreamscape to its body.

DREAMERS

Inhabiting the locomotive are the trapped villagers. They don't know they are trapped in a Dreamscape and are completely under the dreamholder's dominion, seeing exactly what the dreamholder wants them to. Each dreamer is being induced to experience one emotion from which the dreamholder feeds.

Snap Out Of It. If the party can make the dreamer feel the opposite of the emotion the dreamholder is imposing, the dreamer snaps out of their reverie, sees past the illusions, and becomes a lucid dreamer. This can be achieved through exploration and social interaction. For example, a VDC Charisma (Persuasion) check is useful to represent a player trying an emotive argument, while an attempt to point out how unnatural the sky outside the carriage is might use a VDC Intelligence (Nature) check.

NON-STANDARD ABILITY CHECKS

You can mix and match abilities and skills as you see fit. For example, if a character uses a logical argument, you can give the player the choice of making a non-standard **Intelligence (Persuasion)** ability check in place of the Charisma check.

Restorative Magic. A *lesser restoration* spell can cause a dreamer to see through the illusions. To cast this touch spell against an unwilling creature,

the caster must succeed on a **Dexterity (Sleight of Hand)** check, contested by the target's **Dexterity (Acrobatics)** check. On a success, the spell functions normally and the dreamer is **immune** to the dreamholder's illusions for the next **24 hours**. On a failure, the spell is wasted.

Let Battle Commence. Causing dreamers to see through the illusions is one of the suggested triggers for starting wave 1 (see page 15).

COMPELLING NARRATIVE

Having the party suspect there is an overarching enemy in charge of this whole dream realm can really up the ante. To help generate some tension, you can use the following sensory effects whenever a lair action takes place, or if the party does something the dreamholder doesn't like (such as causing a dreamer to see through its illusions):

- A huge, multi-pupiled eye flickers briefly into existence, staring at one of the player characters.
- The skin on the back of an adventurer's neck prickles, as if something is watching it. There is nothing to see if the character turns around.
- A voice, somewhere between beast and person, growls "No" in the back of a player character's mind.
- The sharp metallic tang of blood fills the nostrils and mouths of the adventurers, before fading away moments later.
- Sounds drift in from the Material Plane, through the ears of sleeping dreamers. A goat bleating, wind in the trees, the clip-clop of a horse, or Bucket's musings. There is no source of this sound.

LOWER-CLASS CARRIAGE

When the adventurers first fall asleep, they immediately awaken in the rickety lower-class carriage. At the south end of this carriage are some stinky toilets, though there is nothing untoward in the toilet bowls; the smell seemingly has no source. The north door leads to the dining carriage, and the south to the lounge car. You can read the following:

The gentle, regular swaying and persistent, muted rumble slowly shakes you awake. Rough wooden benches line each side of a sparsely-furnished carriage. A sickly sweet smell comes from the rear, while an occasional gust brings the scent of rich roast meat from the fore. The windows that line each side of the carriage depict a storm of black clouds and silent purple lightning. An old woman sits knitting at the far corner, humming gently to herself as threads materialise out of thin air.

Esmerelda Butterwort. Esmerelda, the town's apothecary (NG female halfling **sleepwalker**), is the jolly lady knitting in the corner. The dreamholder is causing her to feel surprise and joy. The dreamholder's illusions cause her to identify the first player character to approach her as her long-lost daughter, Saphyre, a fact she reacts to with great joy. She insists that this player character try on the child-sized sweater and is very confused when it doesn't fit.

By talking to Esmerelda, the party can discover that Saphyre went missing over 15 years ago when she was ten years old. If the party uses the discrepancy between the time that has passed and the child-like illusion that she sees, the ability check made to convince her of the dreamholder's illusion is made with **advantage**.

DINING CARRIAGE

To the north of the lower class carriage, through a sliding door, is the dining car. This is filled with three individuals: Ma Slake (sardonic female LN half-elf **sleepwalker**), barkeep at Slake's Thirst in Cordette; Sandy Topman (charming female LG dwarf **sleepwalker**), mayor and mill owner of Cordette; and Alan Gruber (inebriated male N human **sleepwalker**), the town drunk. The north door leads to the lounge carriage, and the south to the lower class car. You can read the following:

The rich smells of malty beer and roasted meat pervade this warmly-lit carriage. A long bar runs along the east side, a scowling half-elf standing to attention behind the counter. Despite obviously rattling with the motion of the carriage, the glass bottles make only muted tinkling sounds. Further on, an anxious-looking female dwarf and a bleary-eyed human sit at the bar.

Ma Slake. Ma, behind the south end of the bar, believes the party to be scullery maids, late delivering food to her customers. She is being made to feel anger. She berates them, saying 'at least the meat smells roasted'. Pointing out that there is no meat, only the smell of it, gives **advantage** on ability checks made to persuade her of the illusion.

Sandy Topman. Affable and polite, Sandy apologises to the party, explaining that she doesn't have a ticket for this locomotive and seems to have forgotten her wallet. She believes the party to be train conductors and is being made to feel panic. Pointing out that no one has a ticket gives **advantage** on ability checks made to persuade her of the illusion.

Alan Gruber. Drunk and slurring his speech, Alan is being made to feel joy. He identifies the party as old drinking friends from the army. If induced to reminisce about old times, he will gradually remember that each of the people he sees was killed in battle. He becomes very sad and confused, conferring **advantage** on ability checks made to persuade him of the illusion.

LOUNGE CARRIAGE

To the north of the dining carriage is the lounge. Two groups of three huddle at either end, and the tension can be cut with a knife. One group is composed of three labourers, miners trying to unionise for better working conditions. The second group is composed of lawyers representing Baron Bodrum Businesses Inc., who're in town to quash the growing resentment amongst the workers and remind them of their place. The north door leads to the lower-class car, and the south to the dining carriage. You can read the following:

A well-appointed room of comfortable chairs, couches, and carpets is juxtaposed by the steely tension between the two groups in this room. At the far end of the carriage are three rough-looking individuals in worn clothes, wearing steely expressions. At the southern end are three finely-dressed people, sporting clipboards, quills, and quietly terrified visages. A faint stink comes from the north end of the car.

Labourers. Mokun (excitable NG male gnome **sleepwalker**), Brude (taciturn NG female dwarf **sleepwalker**), and Kosh (silent, steely-eyed N male half-elf **sleepwalker**) are being made to feel disgust. They see the party as enforcer automatons sent by Baron Bodrum to break up their unionization efforts.

Lawyers. Silvant Brightquill (precise LN female gnome **sleepwalker**); her assistant, Mala Velont (ruthless LE female dragonborn **sleepwalker**); and their clerk, Brosh (silent LN male goblin **sleepwalker**) believe the party to be more labourers. They are being made to feel fear.

Pointing out that the party is being made to appear like what each group hates most confers **advantage** on ability checks made to persuade either group about this illusion. Neither side is inclined towards violence nor will throw the first punch.



ESMERELDA

THE BATTLE AHEAD

The hunt to defeat the dreamholder takes place as three combat waves, set across two map locations. The first wave occurs in the train carriages, the second in the locomotive station.

The first combat wave begins when the dreamholder realises that the adventurers threaten its Dreamscape. The dreamholder modifies the illusions the sleepwalkers see, causing them to view the party as ravaging demons, horrors, or some other such entities that the villagers might deem hostile. There are a variety of suggested triggers for when to start this wave (see below) but really, it is whenever you, the GM, see fit.

The second wave involves dreamer(s)—horrors and phantasms—from Insomnium's previous forays into the Material Plane. They've spent a lot longer in the Dreamscape and have lost connection with both their corporeal forms and their sanity. These creatures await the party in the shadows of the locomotive station. Once they're dispatched, the dreamholder arrives, and the third and final wave begins.

INSOMNIUM'S LAIR

Insomnium's lair consists of the entire shared Dreamscape it has created. For the purposes of this hunt, the adventurers enter the lair when they fall asleep and leave it once they awaken.

REGIONAL EFFECTS

The dreamholder's lair has the following unique properties:

- **Detect Thoughts.** The dreamholder can detect the surface thoughts of all creatures within its lair. This gives it **advantage** on any Wisdom (Insight) checks against creatures in its lair.
- **Immutable Form.** The environment of the Dreamscape can be permanently changed only by a *dream* or *wish* spell. All objects are otherwise unbreakable.
- **Speed of Thought.** Each creature gains a modifier to its speed equal to its **Intelligence score minus 10** (rounded down to the nearest 5-foot increment).
- **Strength of Mind.** Strength, Dexterity, and Constitution saving throws are all replaced with Intelligence saving throws.
- **Quiet.** The Dreamscape is magically quietened;

the dreamholder doesn't like loud noises (or thunder damage). All creatures have **disadvantage** on Wisdom (Perception) checks that involve hearing.

Helping Hand. If the party needs help at any point, you can reintroduce a character they save, such as Ayu Aeska. Give the NPC a couple of level-appropriate healing spells (1st-level, 3rd-level, or 5th-level, respective to the hunt level), or perhaps even the ability to deal thunder damage if the party hasn't cottoned on to Clue 3.

LAIR ACTIONS

While Insomnium lives, it can invoke the ambient magic of the Dreamscape to take lair actions. The saving throw DCs, damage, and temporary hit points of the lair actions depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Temporary Hit Points
5th	13	5 (2d4)	3 (1d6)
12th	16	14 (4d6)	7 (2d6)
19th	18	28 (8d6)	14 (4d6)

Lair Actions. On initiative count 20 (losing initiative ties), Insomnium takes one of the following lair actions. It can't take the same action two rounds in a row. See the table above for the damage, save DCs, and temporary hit points.

- ♦ **Forgetful Friend.** Each creature of the dreamholder's choice within the lair must make a **VDC Intelligence saving throw**. On a failed save, the target loses the ability to distinguish friend from foe. It regards all creatures it can see as enemies until initiative 20 of the next round.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

- ♦ **Valiance.** The dreamholder inspires creatures of its choice within its lair, giving them visions of triumph and hope. Each affected creature gains temporary hit points and is under the effects of the *bless* spell until initiative 20 of the next round.
- ♦ **Despair.** The dreamholder gives creatures of its choice within its lair visions of failure and despair. Each creature the dreamholder chooses must make a **VDC Charisma saving throw**. On a failure, a creature takes psychic damage and is affected by the *bane* spell until initiative 20 of the next round. On a success, the creature takes half as much damage and isn't affected by the spell.

ENEMIES

The enemies in wave 1 are the **sleepwalkers**. In the higher-level versions of this hunt, these are accompanied by one or more **phantasms**, which appear in advantageous positions of the GM's choice. Any sleepwalkers that have been persuaded by the party to see through the dreamholder's illusions aren't hostile towards the party and spend their actions making VDC Wisdom saving throws to attempt to escape from the Dreamscape.

Level 5. At 5th level, the wave 1 combatants are:

- ♦ Up to 10 **sleepwalkers*** (CR 1)

Level 12. At 12th level, the wave 1 combatants are:

- ♦ 2 **phantasms*** (CR 7)
- ♦ Up to 10 **sleepwalkers*** (CR 1)

Level 19. At 19th level, the wave 1 combatants are:

- ♦ 5 **phantasms*** (CR 7)
- ♦ Up to 10 **sleepwalkers*** (CR 1)

*See Appendix C

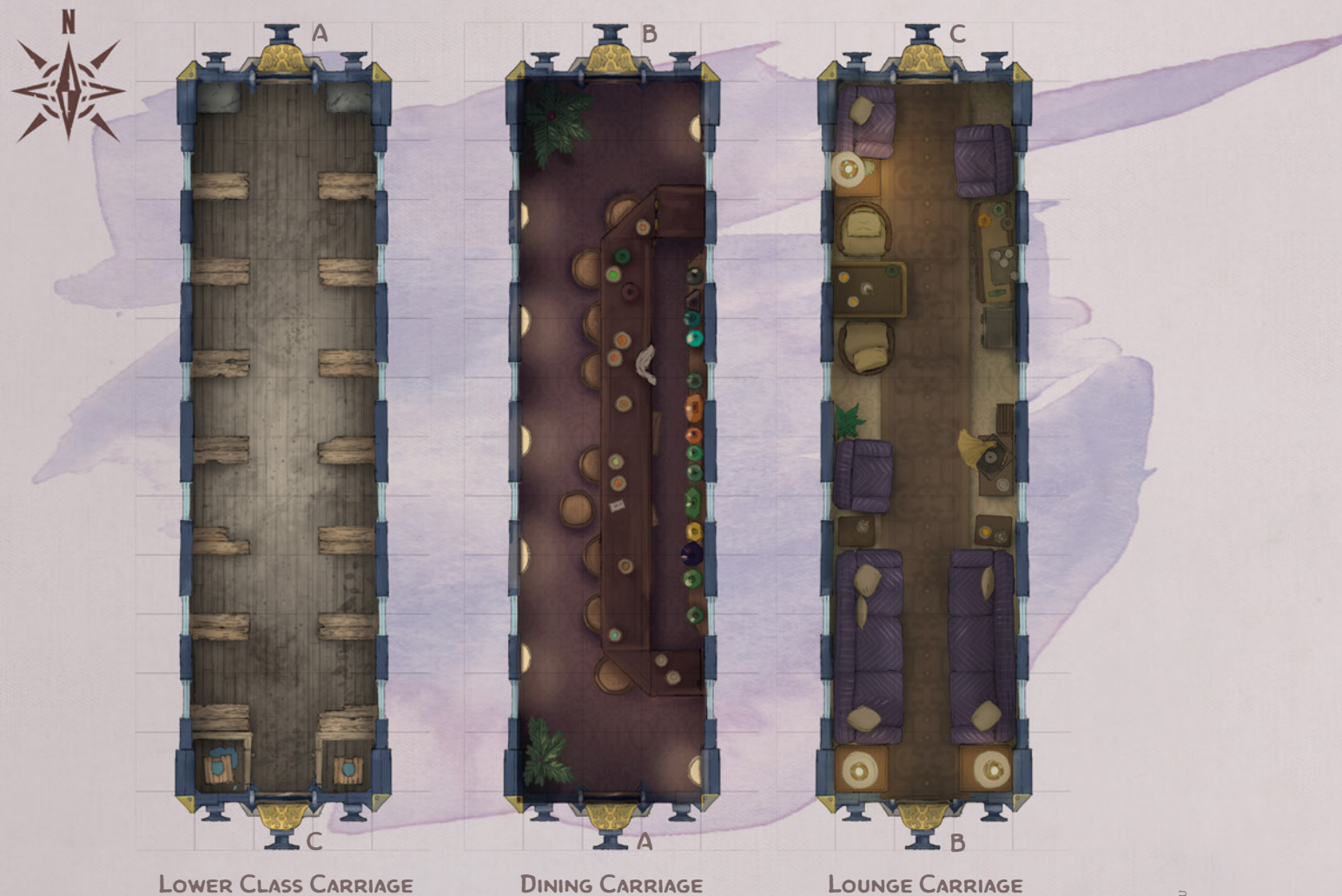
TACTICS

Sleepwalkers. The sleepwalkers move slowly for the first couple of rounds, taking the Dodge action and psyching themselves up. This gives the players a chance to persuade them they're not really demons. After that, they attack with little sense of self-preservation; Insomnium's illusions assure them they'll be victorious.

Phantasms. In the higher-level versions of this hunt, these creatures make use of their incorporeal movement to move out of the carriage, re-entering at a point that is advantageous for them (such as near a less-armoured character).

Lair Actions. For greatest effect, the dreamholder uses Forgetful Friend during the first round, and Despair during the second. It then alternates Forgetful Friend and Valiance until there are more player characters than sleepwalkers, at which point it changes Valiance for Despair.

Players. The player characters can use an action to make a **VDC Charisma or Intelligence (Persuasion)** check with **disadvantage**. On a success, a **sleepwalker** sees through the dreamholder's illusion. It spends its turns running away and using its action to make a VDC Wisdom saving throw to attempt to escape from the Dreamscape.



MAP 1. TRAIN CARRIAGES

DOORS WITH MATCHING LETTERS CONNECT TO ONE ANOTHER

CARTOGRAPHER:

CZE & PEKU

1 SQUARE = 5 FEET

CZE & PEKU

WAVE 1: SLEEPWALKERS

When wave 1 starts is up to you. It should ostensibly occur when the dreamholder might realise that the party poses a threat to the status quo it had been maintaining in the locomotives. Some examples of what might constitute a trigger are:

- ♦ The party successfully persuades three or more individuals to see through the illusion.
- ♦ The party fails to persuade eight or more individuals to see through the illusion.
- ♦ The party shows they possess magic that can allow folks to see through the illusion.
- ♦ The party makes a ruckus that lets the dreamholder know they're onto its scheme.

When you decide the time is right, you can read the following:

In an instant, the expressions of the other people in the carriage change to ones of abject horror. Yells of "to arms" and "defeat these foul demons" fill the air, from in front and behind.

You can also describe the players as seeing demonic forms in any reflective surfaces, including their reflections in the carriage windows.

WAVE 2: PLEASE ALIGHT

When the last sleepwalker either is killed, sees through the dreamholder's illusions, or is otherwise eliminated from the fight, the locomotive comes to a screeching halt in a lofty, dimly-lit locomotive station. You can read the following:

Like an old, moss-covered bell, the screech of the rapidly halting locomotive mutely echoes around a large, marble-clad chamber that seems to coalesce from nowhere. Gone is the silent, tumultuous storm of dark, roiling clouds and violet lightning. Instead, a lofty hall filled with high walkways and a web of pipework fills the windows. In an instant, doors materialise on either side of the carriage and a robotic female voice says, "Please alight from the locomotive."

A man, dressed in a conductor's uniform, covers at the top of the wide marble staircase. "They're everywhere," he whimpers.

The conductor acts in a terrified manner, whimpering and hiding its eyes (which are the multi-pupiled eyes of the dreamholder) from view. Its goal is to draw the adventurers into the open.



PHANTASM

Surprise. Whenever you deem appropriate, the assailants for this wave enter the hall. Phantasms phase through the floor, while horrors drop from the dark shadows of the roof or burst through posters on the walls, which instantly reform. If an adventurer's passive Perception score is lower than the VDC, that player character is **surprised**.

ENEMIES

In wave 2, the enemies are **horrors** and **phantasms**.

Level 5. At 5th level, the wave 2 combatants are:

- 1 **phantasm*** (CR 7)
- 1 **horror*** (CR 3)

Level 12. At 12th level, the wave 2 combatants are:

- 2 **phantasms*** (CR 7)
- 5 **horrors*** (CR 3)

Level 19. At 19th level, the wave 2 combatants are:

- 7 **phantasms*** (CR 7)
- 7 **horrors*** (CR 3)

*See Appendix C

TACTICS

These creatures are closely controlled by the dreamholder's illusions. As the dreamholder is an intelligent fighter, it can manipulate them to attack especially vulnerable targets. For example, if the player characters split up, the horrors might all attack a single, lone character at once.

Horrors. The horrors attack with no sense of self-preservation; the dreamholder's illusions keep them assured of victory.

Phantasms. The phantasms tend to use their Horrifying Visage, then remain airborne, pelting an adventurer with no ranged capabilities from afar. Pairs or trios of phantasms can work together to frighten the same adventurer from either side. As the adventurer has a source of fear on both sides of it, this heavily restricts its movement.

Lair Actions. If the adventurers are ever grouped together, the dreamholder uses Forgetful Friend as often as possible. On rounds when it can't use this lair action, it alternates between Valiance and Despair. If the party splits up, it forgoes using Forgetful Friend.

Players. The horrors can be freed from the illusion by the *greater restoration* or *wish* spells. Otherwise, using an action to persuade them has no effect. The phantasms can't be rescued by any means.

ROBERTO LIMA

WAVE 3: NIGHTMARE

At the end of the round when the last of the phantasms and horrors are dispatched, the dreamholder rolls initiative and makes its appearance on the following round.

With a susurrant, the sound in the hall fades, a *diminuendo* centred on the cowering conductor. The conductor rises, straightening, a grisly, too-wide smile etched on its face. The mouth opens wider and wider, skin tearing as the top of its head falls behind it and out of view. A great, shifting, multi-pupiled eye launches itself from the conductor's throat, staring hauntingly from above a gaping translucent maw. Six, long,



JESSE JACKDAW BURNS

DREAMHOLDER

sinuous tentacles, each swimming with numbers and symbols, end in yet more eyes that flap and swing in an unfelt astral breeze. "Leeeeeave," it growls in your minds.

ROLEPLAYING INSOMNIUM

Insomnium is clever. Very clever. Combined with its ability to read the surface thoughts of creatures within its lair, Insomnium has a preternatural ability to appraise a creature's weaknesses, predict its actions, and mess with its mind. Before the session, consider asking all your players to do a little character development and write down their characters' insecurities. Use these along with their flaws, ideals, and bonds to occasionally mock or criticise the characters in order to evoke emotional responses, which Insomnium feeds upon. This makes the adventurers really dislike Insomnium, which is kind of what you're going for.

ENEMIES

In wave 3, the enemies are the **dreamholder** and **horrors** or **phantasms**.

Level 5. At 5th level, the wave 3 combatants are:

- 1 **starved dreamholder*** (CR 7)
- 1 **horror*** (CR 3)

Level 12. At 12th level, the wave 3 combatants are:

- 1 **dreamholder*** (CR 14)
- 2 **horrors*** (CR 3)

Level 19. At 19th level, the wave 3 combatants are:

- 1 **glutted dreamholder*** (CR 21)
- 2 **phantasms*** (CR 7)

*See Appendix C

TACTICS

The dreamholder keeps its distance. It positions itself so that its Phantasmal Cone covers as many of the adventurers as possible. If the player characters are focussing on the **horrors** or **phantasms**, the dreamholder uses its actions teleporting and firing Eye Rays. If the adventurers ever focus on the dreamholder, it quickly uses its Mirror legendary action.



1 SQUARE = 5 FEET

MAP 2.
INSOMNIUM'S
STATION

CARTOGRAPHER:
CZE & PEKU

CZE & PEKU

Intelligent Eye Rays. The dreamholder's extreme intelligence lends it a preternatural ability to sense the adventurers' weaknesses. To represent this, note each player's Intelligence, Wisdom, and Charisma saving throw modifiers. When deciding targets for the dreamholder's eye rays, choose the individuals with the lowest saving throw modifiers for each ray.

Weakness. If any creature deals thunder or psychic damage to the dreamholder (the damage types that trigger its Inconsistent Incorporeality trait), it and its minions immediately turn their collective ire on that creature.

Lair Actions. As in wave 2, if the adventurers are ever grouped together, the dreamholder uses Forgetful Friend as often as possible. On rounds when it can't use this action, it alternates between Valiance and Despair. If the party splits up, it forgoes using Forgetful Friend.

OPTIONAL ENDING: ASTRAL EJECTION

If you're running a one-shot (or, more likely, a two-shot), there might not be much point in harvesting the corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt.

When the dreamholder dies, all the sleeping creatures are released from their slumber, the sleepwalkers return to their bodies, and the Dreamscape begins to disappear. You can read the following:

With an ear-splitting implosion, sound returns to the hall. Hunks of marble fall from the ceiling and cracks run up the grand pillars. A female voice, the same one from when the locomotive arrived, says, "Please board the locomotive. It is time to depart."

Each player that isn't on the train at the end of the third round after the dreamholder's death is sent to a random location on the Astral Plane as the entire chamber falls away, leaving only the locomotive.

The locomotive is now linear; to the north of the lounge carriage is the driving car. The party has three rounds to make three successful **VDC Intelligence** checks, with each check requiring an action. A creature with proficiency in any sort of vehicle can add its proficiency bonus to these checks. The checks have the following effects:

- The first check starts the engine, generating a roar of humming lightning.
- The second check releases the brakes, causing the locomotive to shift and slowly ease forward.
- The third check causes the locomotive to shoot forward.

If these three checks are not succeeded by the end of the third round (six rounds after the dreamholder's death), the locomotive is ripped apart and each creature is sent to a random location on the Astral Plane. On a success, you can read the following, and each player character wakes on the Material Plane, in the location they fell asleep.

The locomotive lurches forward, gaining speed at an impressive rate. Through the viewport, a landscape of rolling purple clouds and now-audible lighting is all that's visible, save for a pinprick of light. The light grows brighter, closer. You see something dark at its centre. An eye. A closed eye. The inside of an eyelid. The locomotive smashes into it. You wake.



AFTERMATH

Here are some possible outcomes of the hunt:

- Each sleepwalker and horror killed in the Dreamscape has a corresponding comatose physical form; the body persists though its psyche has been shredded. Such a creature can only be restored by the *wish* spell, and often returns to its body with a long-term madness effect.
- If more lawyers are killed than labourers, the miners' attempt to unionise is successful.
- Bucket pays the agreed amount to the party. If the party somehow helps the labourers to form a union, a small fee (2%) is deducted from this payment.
- The teacher, Ms. Taxi, watches the village from afar and gathers the children as soon as she sees the villagers waking. They arrive shortly thereafter and are reunited with their parents, who wish they'd had an extra day to recuperate.
- Humperdink is most interested in the existence of the Dreamscape and commissions L'Arsène to create more *draughts of lucid dreaming*. He spends a lot of time in restless sleep, exploring his 'mind palace'.
- Folks in Bodrum (from the *Mecha Koboldzilla* hunt) have been having 'cross-dreams'. This dreamholder is much harder to track down, as it alternates between the nocturnal kobolds and the diurnal surface-dwellers.

CACOPHONICS

Cacophonics, the Loot Tavern's bard, pounces on the party upon their return. After extracting all the details of the party's adventure, he unveils the following song:

You can't travel here by horse or foot.
 Enemies show when eyes are shut.
 Can you tell what's real or not?
 This train might not be what you thought.

Dreamholder in the mirror
 Which one to attack?

Perpetual slumber, use your speed of mind.
 Maybe sound will help to win this time.
 Heroes are welcome if you mind the gap.
 Phantasms loom and wait to attack.

Dreamholder, when it mirrors,
 Which one to attack?

My friends would have to use their brains.
 Outsmart the one from Astral Planes.
 The battle was lengthy, but the war was won.
 Our heroes could return to the sun.

Dreamholder no longer in disguise
 Our friends opened our eyes.



YOU CAN PLAY THE SONG BY
 SCANNING OR CLICKING ON THE QR
 CODE, OR BY TYPING IN THE URL
 BELOW.

HELIANA.LT/DREAMHOLDER

JESSE JACKDAW BURNS

TREASURE

A dreamholder's lair doesn't have much in the way of treasure. However, you can choose to reward your players with the boon, Speed of Thought, for their accomplishments within the Dreamscape.

Speed of Thought. Your accomplishments in the Dreamscape have unlocked a minor psionic talent. As a bonus action, you can increase your walking speed by a number of feet equal to your Intelligence score until the start of your next turn. Once you use this feature, you can't do so again until you finish a long rest.



SECOND CHANCE

HARVESTING

You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest the dreamholder. The dreamholder has the following unique components, in addition to the normal components for an aberration. When the party exits the Dreamscape, the character with the highest **passive Perception** notices a pocket watch—the one the conductor was wearing—on the floor. This is *second chance*, an uncommon item that can be socketed onto any clothing. The food component for the unique recipe is an *aberration (dreamholder) subeye (eye)*.

DREAMHOLDER'S HARVEST TABLE

Component DC	Components
5	Subeye ^{E+} (6)
10	Bone (6)
20	Brain (1), hide (1), main eye ^V (1)

^E Indicates component is edible; ^V Indicates component is volatile.

CRAFTING

The following unique items can be crafted from the dreamholder's components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

DREAMHOLDER'S CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Astral Luggage	Wondrous item	Uncommon	Optional Attunement	Aberration (dreamholder) brain	Frail	300 gp
		Very rare			Potent	3,200 gp
Dreamy the Lucid	Wondrous item	Uncommon	—	Aberration (dreamholder) subeye	Frail	200 gp
Hammer Time	Weapon (any hammer ^{**})	Uncommon	—	Aberration (dreamholder) main eye	Frail	1,300 gp
		Very rare			Potent	6,200 gp
Time Splitter	Weapon (any axe)	Uncommon	Required	Aberration (dreamholder) bone	Frail	850 gp
		Very rare			Potent	9,800 gp
Robes of Beurève	Wondrous item	Rare	Required	Aberration (dreamholder) hide	Robust	1,600 gp
		Legendary			Mythic	32,000 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

**Includes club, greatclub, light hammer, mace, maul, and warhammer.

MICHELE MUELLER



APPENDIX A — MAGIC ITEMS

ASTRAL LUGGAGE

Wondrous item, very rare (optional attunement)

This luggage contains a filtered portal to the edges of the Astral Plane, specifically the areas where beings from The Anomalies slink from their far-away plane to the timeless astral expanse. As such, you don't use the *astral luggage* as actual luggage, not unless you want to lose it.

Portal. The *astral luggage* can be opened to a two-foot-by-one-foot opening. This opening repels creatures, prohibiting their entry, but any object you place inside the luggage floats off into the Astral Plane.

Optional Attunement. Attuning to this item enhances some of the Special Fastenings properties.

Special Fastenings. On the luggage are several special buckles, zips, or clips, which you can unfasten to cause magical effects. Once you unfasten a fastening, it can't be unfastened again until the next dawn, at which point it reseals itself. If a save DC is required, use **DC 15**. You gain the following action options:

- **Ebony Clasp.** As an action, you can unfasten the clasp and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens, spewing squirming ebony tentacles in a **20-foot square**. This area becomes affected by the *black tentacles* spell for **1 minute** (no concentration required). If you are attuned to the

luggage, you are **immune** to this spell's effects. When the spell ends, the tentacles disappear and the luggage closes.

- **Amethyst Buckle.** As an action, you can unfasten this buckle and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens and casts the *conjure anomaly** spell (no concentration required). If you are attuned to this item, the aberration conjured is under your control; otherwise, the aberration is hostile to all creatures.
- **Moonstone Dial.** As an action, you can turn this dial to a symbol representing a specific plane, and press it, causing it to unfasten. As part of the same action, you can throw it to a point you can see within **30 feet** of you, where it instantly opens. Until the end of your next turn, the luggage's opening becomes a portal to a random location on the chosen plane that Medium or smaller creatures can move through using **5 feet** of movement. At the end of your next turn, the luggage folds in on itself and appears at that location on the destination plane. If you are attuned to the luggage, you can attempt to direct the portal to a specific location, as per the *teleport* spell.

*See Appendix B

Uncommon variant: Decrease Special Fastenings' **DC** to **13**. Remove the Amethyst Buckle and Moonstone Dial.



DREAMY THE LUCID

Wondrous item, uncommon

These adorable stuffed toys can be found in bedrooms following the intrusion of a dreamholder into a settlement's collective dreamscape. Each toy's magic gives the villagers autonomy over their dreams, and acts as a preventative measure should another aberration try to take over the villagers' dreams again.

While this toy is on your person, magic can't put you to sleep. If you fall asleep while holding this stuffy, its stimulating enchantment magic activates your psyche, causing you to become a lucid dreamer. While lucid dreaming in this way, you are aware if a creature uses the *dream* spell to influence you. In addition, if you are asleep when initiative is rolled, you instantly awaken and aren't surprised.

HAMMER TIME

Weapon (any hammer), uncommon

Never has the saying "smash something into next week" been so apt. With an hourglass filled with brilliant platinum sand, this magical impact weapon utilizes the dreamholder's command over time dilation to throw its victims forward in time.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Chronal Blink. As a bonus action, you can twist the weapon's pommel, expending **1 charge** and causing the sand to begin churning in defiance of gravity. The next creature you hit with an attack using this weapon within the next minute must make a **DC 15 Charisma saving throw**. On a failed saving throw, the target disappears as it gets shunted for-



wards in time, reappearing in the space from which it disappeared, or the nearest unoccupied space if that space is occupied, at the end of your next turn.

Very rare variant: Increase the number of charges to **7**, Chronal Blink's **DC** to **16**, and add the Detachable Eye property.

Detachable Eye. As an action, you can detach the eye from the centre of the weapon's shaft, placing it on a surface to which it adheres for the next hour. The eye relays a constant stream of visual information to the larger eye on the weapon, which transforms to become a screen through which you can view what the smaller eye can see. At the end of the hour, the smaller eye teleports back to the weapon. Once you use this property, it can't be used again until the next dawn.

ROBES OF BEAURÊVE

Wondrous item, rare (requires attunement)

Made from the stuff of dreams, the cuffs and hem of this ethereal robe fade into translucent purple smoke, and the robes' lining is sewn from the fabric of the night sky. A creature wearing these robes can become temporarily incorporeal, slipping through locked doors, blood-thirsty demons, or out of uncomfortable conversations. Owners of such a garment also find themselves incredibly productive, with dishes cleaned and chainmail oiled each morning...

Also, it has pockets.

This robe has **3 charges** and regains **all** expended charges daily at dawn.

ROBES
OF
BEAUREVE



Incorporeality. As a bonus action, you can expend 1 charge to become incorporeal until the start of your next turn. While incorporeal, you gain **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks, and can move through other creatures and objects as if they were difficult terrain. If you end your turn inside a creature or object, you are shunted to the nearest unoccupied space, taking **1d10** force damage for every 5 feet you are shunted.

Spellcasting. You can spend charges to cast the following spells (**save DC 15**). You must spend a number of charges equal to the level at which you cast the spell.

- *Daydream**
- *Sleep*
- *Dreamwalk**

Sleepwalker. You can't be put to sleep against your will. When you fall into a nonmagical sleep while wearing these robes, you can specify one intention, such as 'organising my collection of buttons' or 'oiling my chain-mail'. While you sleep, you can perform light activities that fulfil this intention while still meeting the requirements of a long rest.

Legendary variant: Increase the number of charges to **9** and the **DC** to **17**. Change the recharge to **1d6 + 3**. Add the *dream* and *astral projection* spells to the Spellcasting property, and the robe gains the Language of the Anomalies property.

Language of the Anomalies. While you wear these robes, you can speak, read, and write Deep Speech, and have **advantage** on Charisma checks made to interact with aberrations.

SECOND CHANCE

Wondrous item, uncommon (socketable)

A pocketwatch that keeps perfect time is always a useful bit of kit. Socketed on any clothing or armour, this specimen is even more special, allowing its user a second chance to perform some action.

As a bonus action, immediately before you make an ability check or attack roll, you can activate the stopwatch, setting a call-back marker. After you make the ability check or attack roll (and after you know the outcome), you can choose to rewind time by a few seconds to the moment you took the bonus action (no action required). You must then reroll the ability check or attack roll and use the new result. Whether or not you choose to rewind to the call-back marker, after you use this property, it can't be used again until the next dawn.

*See Appendix B



SECOND CHANCE

TIME SPLITTER

Weapon (any axe), uncommon (requires attunement)

The *time splitter* is just the tool for an almighty adventurer who's always a little too slow to get where they need to be exactly in the nick of time. Harnessing the time dilative power of the dreamholder, this magic weapon lets its wielder swing back in time, or speed the flow of time for itself, allowing it to act more quickly.

This magic weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Pause. As a bonus action, you can flip the axe around anti-clockwise in your hands, expending **1 charge**. Until the end of your next turn, any creature or object that moves leaves a ghostly image of itself at the moment you activated this property. You can target this ghostly image with attacks, spells, and effects as if the creature were still in that space, though the effects appear on the target wherever it is now.

Time Dilation. As a bonus action, you can tap into this weapon's chromantic magic, casting the *haste* spell on yourself (no concentration required). When you do so, the GM rolls **1d3**; the result (which the GM keeps secret) is how many rounds the spell lasts (ending at the end of your turn). After you activate this property, you can't do so again until the next dawn.



TIME SPLITTER

Rare variant: Increase the number of charges to **9** and the recharge to **1d6 + 3**. Increase Time Dilation's **1d3** to **1d4 + 1**.

MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

DUMPLEYENGs

Aberration (dreamholder) subeye, plus blood and heart; DC 20

You can cast the *daydream* (see Appendix B) spell once, without requiring any components, and regain the ability to cast it this way after **1 hour** has passed. The DC of the saving throw increases with rarity, which is determined by your party's level.

Level	Rarity	Spell Save DC
1-4	Uncommon	DC13
5-10	Rare	DC15
11-16	Very rare	DC16
17-20	Legendary	DC17



DUMPLEYENGs

MICHELLE MUELLER

LEFT: MOHAMMED BELLAFAQUIH; RIGHT: JESSE JACKDAW BURNS & MOHAMMED "AGGI" BELLAFAQUIH

APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically. The tamer class mentioned in some spell lists is available in *Heliana's Guide to Monster Hunting*.

CONJURE ANOMALY

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (an aberration component)

Duration: Concentration, up to 1 hour

Class: Warlock, Wizard

You call forth an aberration at random from the Anomalies, a distant and bizarre plane. Choose an unoccupied space within range. An aberration of challenge rating 5 or lower (GM's choice) appears in the space. The aberration disappears when it drops to 0 hit points or when the spell ends.

The aberration is friendly to you and your companions for the duration. Roll initiative for the aberration, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the aberration, it defends itself from hostile creatures, but otherwise takes no actions.

If your concentration is broken, the aberration doesn't disappear. Instead, you lose control of the aberration, it becomes hostile towards you and your companions, and it might attack. An uncontrolled aberration can't be dismissed by you, and it disappears **1 hour** after you summoned it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by **1** for each slot level above 5th.

DAYDREAM

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny, four-panelled window)

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a **-5 penalty** to its passive Perception as a result of this disadvantage) until the spell ends. A creature **immune** to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

DREAMWALK

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny dreamcatcher)

Duration: 24 hours

Class: Bard, Druid, Ranger, Warlock, Wizard

Choose up to ten willing creatures you can see within range. For the duration, they gain the ability to lucidly dream whenever they sleep. While lucid dreaming, a creature always knows if the *dream* spell is being used to target it. In addition, when you cast this spell, each creature affected by it can choose to instantly fall asleep, even if that creature has a trait that normally prevents it from being magically put to sleep (such as elves' Fey Ancestry).

INCORPOREALITY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, causing it, and everything it is wearing and carrying, to become translucent. At the start of each of the target's turns for the duration, it can choose to become incorporeal (no action required) until the end of its turn. While incorporeal, it has **advantage** on Stealth checks; it gains **resistance** to nonmagical bludgeoning, piercing, and slashing damage; and it can move through other creatures and objects as if they were difficult terrain. If the target ends its turn inside an object, it is shunted to the nearest unoccupied space, taking **1d10** force damage for every 5 feet it is shunted.

At Higher Levels. When you cast this spell using a spell slot level of 6th level or higher, you can choose to increase the spell's duration, or the number of targets, for each slot level above 5th. If you choose duration, the duration increases in increments to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **24 hours** (9th level). If you choose to increase the number of targets, the number increases by 1 for each slot level.

APPENDIX C — CREATURES

DREAMHOLDERS

Natives of the Anomalies, dreamholders often find routes through to the Astral Plane and, from this staging post, parasitise creatures who astrally project, hitching a ride on their psyches back into the home plane. There, they flit between the minds of sleeping creatures, distorting each dreamer's narrative and feasting on their fear, joy, and distress. An incorporeal version of the floating eye tyrant, the dreamholder can unleash a devastating array of eye beams at lucid dreamers who threaten to expel them from their mind.

Fear of Ejection. Rarely does a dreamholder take physical form on the Material Plane. Instead, a dreamholder traverses the world through a dreamscape, an ephemeral plane created by the psyches of sleeping creatures. If this dreamscape ever disappears, such as if all creatures within range of the dreamholder's influence awaken, the dreamholder is ejected back to the Astral Plane, a place it loathes due to the absence of its favourite snack: sleeping beings. For this reason, dreamholders are commonly found in densely populated areas, places with a mix of diurnal and nocturnal beings, or wherever sleeping creatures can be reliably preyed upon.

The dreamholder is a clever and resourceful aberration. Should its continued existence in the dreams of creatures on the Material Plane be threatened, it chooses one of two tactics. If it believes itself more powerful than its foe, it will immediately attempt to annihilate the threatening creature's psyche and render their body a comatose shell. Alternatively, a dreamholder might bargain with its assailant, delivering secrets to them nightly until such a time as it can destroy this erstwhile ally.

Balanced Diet. Dreamholders feed on the gamut of emotions that a creature can experience. For a properly balanced diet, a dreamholder needs to consume anger, disgust, fear, happiness, sadness, and surprise. A dreamholder that can keep a group of humanoids experiencing all these emotions simultaneously is a contented dreamholder indeed.

Inconsistent Incorporeality. The dreamholder maintains its incorporeal form through psionics. Its mastery of this technique is absolute; even the most well-placed blow with a magical weapon

passes through thin air, the dreamholder dissolving the instant before contact is made. The dreamholder abhors loud noises and psychic attacks, all of which interfere with its focus, causing it to become momentarily corporeal and susceptible to physical blows.

Dream Stasis & Bridging. Dreamholders possess the unique ability to bridge the dreams of sleeping creatures, a feature they use to slip from a soon-to-wake mind into that of one that has recently drifted off. Indeed, one of the symptoms of dreamholder parasitisation is the increased frequency of shared dreams between individuals in a community (and the social awkwardness that soon follows). Powerful dreamholders can exert such influence over a sleeping creature that the dreamer enters a 'dream stasis', a paralytic state from which it can't wake of its own volition. A clever dreamholder learns to release these captured sleepers just before they waste away entirely, knowing full well that they must return to sleep eventually.

Dream Lair. Combining these two abilities of stasis and bridging, a dreamholder can create a tangled web of interconnecting landscapes, scenarios, and protagonists, a veritable feast of corrupted dreams. Time dilates and constricts at the dreamholder's whim, and respite is rarely attainable. In this varied, restless landscape, physical prowess means little; the dreamholder is the ruler, and those that are weak of mind seldom emerge.

REGIONAL EFFECTS

The dreamholder's lair has the following unique properties:

- ♦ **Detect Thoughts.** The dreamholder can detect the surface thoughts of all creatures within its lair. This gives it **advantage** on any Wisdom (Insight) checks against creatures in its lair.
- ♦ **Immutable Form.** The environment of the Dreamscape can be permanently changed only by a *dream* or *wish* spell. All objects are otherwise unbreakable.
- ♦ **Speed of Thought.** Each creature gains a modifier to its speed equal to its Intelligence score minus 10 (rounded down to the nearest 5-foot increment).

- ♦ **Strength of Mind.** Strength, Dexterity, and Constitution saving throws are all replaced with Intelligence saving throws.
- ♦ **Quiet.** The Dreamscape is magically quietened; the dreamholder doesn't like loud noises (or thunder damage). All creatures have **disadvantage** on Wisdom (Perception) checks that involve hearing.
- ♦ **Where Are We?** No one can quite remember how they arrived where they are.

LAIR ACTIONS

While the dreamholder lives, it can invoke the ambient magic of its dreamscape to take lair actions. The saving throw DCs, damage, and temporary hit points of the lair actions depend on the level at which you run the hunt.

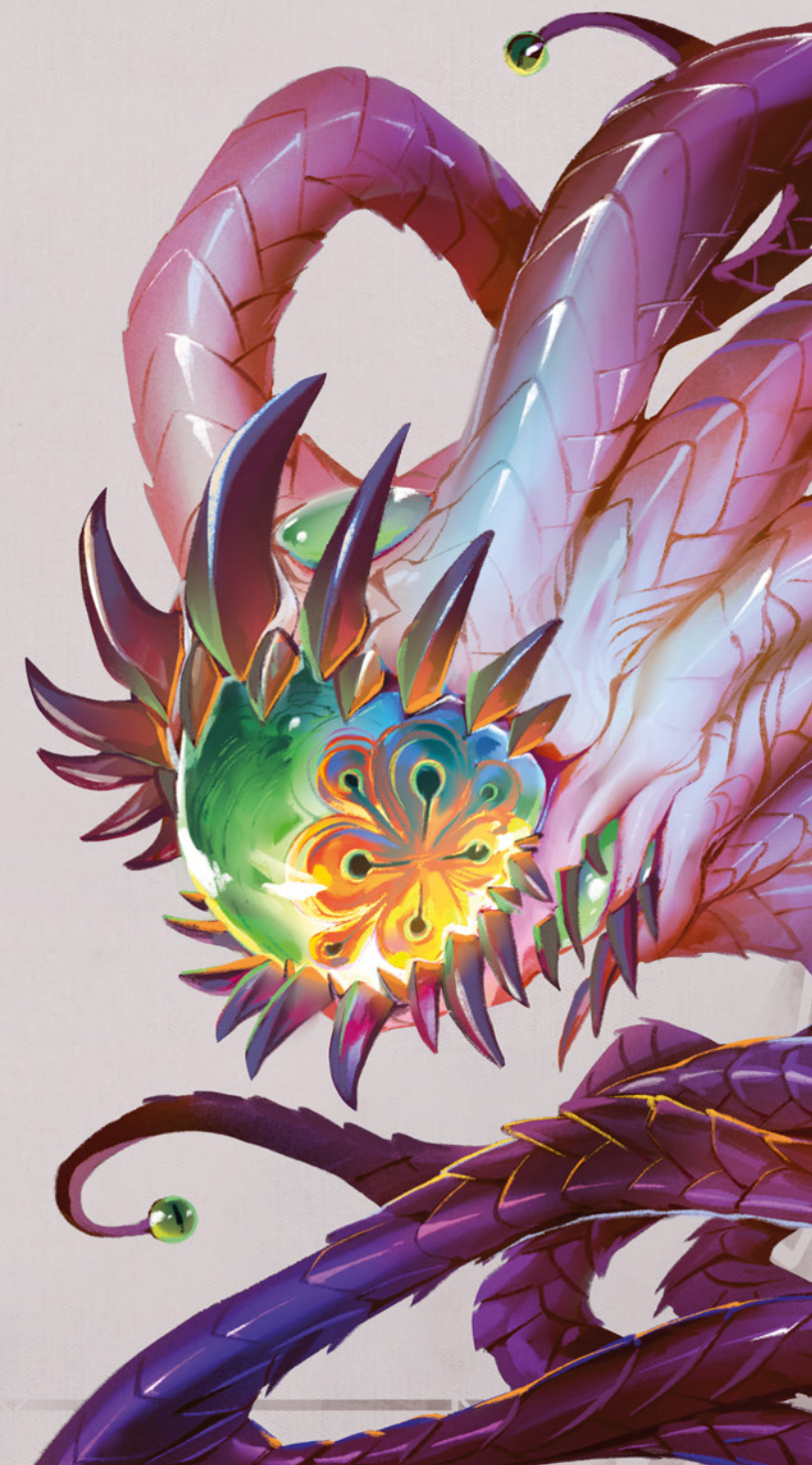
VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Temporary Hit Points
5th	13	5 (2d4)	3 (1d6)
12th	16	14 (4d6)	7 (2d6)
19th	18	28 (8d6)	14 (4d6)

Lair Actions. On initiative count 20 (losing initiative ties), the dreamholder takes one of the following lair actions; the dreamholder can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ♦ **Forgetful Friend.** Each creature of the dreamholder's choice within the lair must make a **VDC Intelligence saving throw**. On a failed save, the target loses the ability to distinguish friend from foe. It regards all creatures it can see as enemies until initiative count 20 of the next round. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

- ♦ **Valiance.** The dreamholder inspires creatures of its choice within its lair, giving them visions of triumph and hope. Each affected creature gains temporary hit points and is affected by the *bless* spell until initiative count 20 of the next round.
- ♦ **Despair.** The dreamholder gives creatures of its choice within its lair visions of failure and despair. Each creature of the dreamholder choice that is in its lair must make a **VDC Charisma saving throw**. On a failure, a creature takes psychic damage and is affected by the *bane* spell until initiative count 20 of the next round. On a success, the creature takes half as much damage and isn't affected by the spell.



STARVED DREAMHOLDER

Large aberration, lawful evil

Armour Class 14 (natural armour)

Hit Points 68 (8d10 + 24)

Speed 0 ft., fly 20 ft. (hover); all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Int +6, Wis +5, Cha +5

Skills Insight +5, Intimidation +5, Perception +8, Persuasion +5

Damage Immunities bludgeoning, piercing, poison, slashing

Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120 ft.

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

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **90-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 14 Intelligence saving throw** or take 11 (**2d10**) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incorporeality. When the dreamholder takes 5 or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder 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.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

ACTIONS

Dreameater. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (**2d10 + 3**) psychic damage.

Eye Rays. The dreamholder shoots **three** of the following magical eye rays at random (reroll duplicates), choosing one to three creatures it can see within **120 feet** of it:

1. *Charm Ray.* The target must succeed on a **DC 14 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.

2. *Confusion Ray.* The target must succeed on a **DC 14 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.

3. *Static Ray.* The target must make a **DC 14 Intelligence saving throw**, taking 7 (**2d6**) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Rot Ray.* The target must make a **DC 14 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 10 (**3d6**) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.

5. *Incorporeal Shunt Ray.* The target must succeed on a **DC 14 Charisma saving throw** or become momentarily incorporeal, be pushed up to **15 feet** directly away from the dreamholder, and then rematerialise. The creature takes 13 (**3d8**) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.

6. *Nightmare Ray.* The target is assailed by illusory manifestations of its fears. It must make a **DC 14 Intelligence saving throw**, taking 16 (**3d10**) psychic damage on a failure or half as much damage on a success.

LEGENDARY ACTIONS

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray.

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 14 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

DREAMHOLDER

Large aberration, lawful evil

Armour Class 17 (natural armour)

Hit Points 136 (16d10 + 48)

Speed 0 ft., fly 20 ft. (hover); all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Int +9, Wis +8, Cha +8

Skills Insight +8, Intimidation +8, Perception +13, Persuasion +8

Damage Immunities bludgeoning, piercing, poison, slashing

Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 23

Languages Deep Speech, Undercommon, telepathy 120 ft.

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

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **120-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 17 Intelligence saving throw** or take 16 (**3d10**) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incorporeality. When the dreamholder takes 10 or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder 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.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

ACTIONS

Dreameater. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 20 (**3d10 + 4**) psychic damage.

Eye Rays. The dreamholder shoots **four** of the following magical eye rays at random (reroll duplicates), choosing one to four creatures it can see within **120 feet** of it:

1. *Charm Ray.* The target must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.

2. *Confusion Ray.* The target must succeed on a **DC 17 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.

3. *Static Ray.* The target must make a **DC 17 Intelligence saving throw**, taking 10 (**3d6**) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Rot Ray.* The target must make a **DC 17 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 17 (**5d6**) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.

5. *Incorporeal Shunt Ray.* The target must succeed on a **DC 17 Charisma saving throw** or become momentarily incorporeal, be pushed up to **20 feet** directly away from the dreamholder, and then rematerialise. The creature takes 22 (**5d8**) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.

6. *Nightmare Ray.* The target is assailed by illusory manifestations of its fears. It must make a **DC 17 Intelligence saving throw**, taking 27 (**5d10**) psychic damage on a failure or half as much damage on a success.

LEGENDARY ACTIONS

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray.

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 17 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

GLUTTED DREAMHOLDER

Large aberration, lawful evil

Armour Class 19 (natural armour)

Hit Points 228 (24d10 + 96)

Speed 0 ft., fly 20 ft. (hover); all +10 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	21 (+5)	17 (+3)	18 (+4)

Saving Throws Int +12, Wis +10, Cha +11

Skills Insight +10, Intimidation +11, Perception +17, Persuasion +11

Damage Immunities bludgeoning, piercing, poison, slashing

Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 27

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 21 (25,000 XP)

Proficiency Bonus +7

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **150-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 20 Intelligence saving throw** or take 22 (4d10) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incorporeality. When the dreamholder takes 15 or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder 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.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

ACTIONS

Dreameater. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 49 (8d10 + 5) psychic damage.

Eye Rays. The dreamholder shoots **five** of the following magical eye rays at random (roll a **d6** to determine which ray isn't fired), choosing one to five creatures it can see within **120 feet** of it:

1. **Charm Ray.** The target must succeed on a **DC 20 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.

2. **Confusion Ray.** The target must succeed on a **DC 20 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.

3. **Static Ray.** The target must make a **DC 20 Intelligence saving throw**, taking 21 (6d6) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Rot Ray.** The target must make a **DC 20 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 28 (8d6) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.

5. **Incorporeal Shunt Ray.** The target must succeed on a **DC 20 Charisma saving throw** or become momentarily incorporeal, be pushed up to **30 feet** directly away from the dreamholder, and then rematerialise. The creature takes 36 (8d8) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.

6. **Nightmare Ray.** The target is assailed by illusory manifestations of its fears. It must make a **DC 20 Intelligence saving throw**, taking 44 (8d10) psychic damage on a failure or half as much damage on a success.

LEGENDARY ACTIONS

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray.

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 20 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

THE DREAMERS

Found exclusively in dreamscapes, dreamers are the psyches of sentient creatures blocked from re-entering their corporeal form. The longer a psyche spends in a dreamholder's twisted realm, the more corrupted it becomes, losing the virtues, values, and empathy it once held dear.

Damage. The mind is a magnificent thing, capable of adapting to new realities, and parsing the stimuli in the best way it knows how. This, however, is the dreamers' weakness; while a blade doesn't technically exist in a dreamscape, the mind interprets the damage the blade should cause, creating internal psychic trauma in the host's corporeal body.

SLEEPWALKERS

A dreamer that has recently succumbed to a dreamholder's manipulations is known as a sleepwalker. These individuals are entirely deceived by their aberrant puppetmaster, and can be induced to attack others through manipulative illusions and deceit. With careful persuasion or use of magic, such individuals can be brought back to a lucid state and even induced to break free of the dreamholder's stasis.

SLEEPWALKER

Medium humanoid (psyche), any alignment

Armour Class 12 (natural armour)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, petrified, poisoned

Senses passive Perception 10

Languages any two languages

Challenge 1 (200 XP)

Proficiency Bonus +2

Puppet. While in a dreamholder's lair, the sleepwalker sees what the dreamholder wants it to. A creature can use its action to make a **Charisma (Persuasion)** check contested by the dreamholder's **Charisma (Persuasion)** to help the sleepwalker see through the illusion. On a success, the sleepwalker sees through the dreamholder's illusions and can't be beguiled by the dreamholder for the next **24 hours**. On a failure, the sleepwalker believes the creature to be a trick, and any further attempts made to persuade it by that creature automatically fail for the next **24 hours**.

ACTIONS

Multiattack. The sleepwalker makes two melee attacks.

Phantom Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) psychic damage.

HORROR

A sleepwalker becomes a horror when its mind is finally broken. In constant fear, a horror attacks with unprovoked ferocity. It does not trust kind words, for the dreamholder has tricked it too many times. Only creatures in possession of truly powerful restorative magic can bring back some semblance of sanity to these psyches. Even then, should the mind be restored to its body, it would likely not be recognisable.

HORROR

Medium humanoid (psyche), chaotic neutral

Armour Class 15 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 30 ft.; all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	18 (+4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, petrified, poisoned

Senses passive Perception 10

Languages any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Broken Mind. If the horror is the target of a *greater restoration* spell or more powerful restorative magic, it sees through the dreamholder's illusions and can't be beguiled by the dreamholder for the next **24 hours**.

Slow Fall. While in a dreamscape, a horror is constantly under the effects of the *feather fall* spell.

ACTIONS

Multiattack. The horror makes three attacks.

Phantom Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) psychic damage.

Horrifying Appearance. Each creature within **60 feet** of the horror that can see it must succeed on a **DC 14 Wisdom saving throw** or be **frightened** for **1 minute**. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to this horror's Horrifying Appearance for the next **24 hours**.

HORROR

ROBERTO LIMA

PHANTASM

Medium humanoid (psyche), chaotic evil

Armour Class 17 (natural armour)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 40 ft. (hover); all +10 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	20 (+5)	10 (+0)	6 (-2)

Saving Throws Int +8

Damage Vulnerabilities psychic, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, petrified, poisoned

Senses passive Perception 10

Languages any two languages

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Displacement. The phantasm projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **disadvantage**. Creatures with truesight ignore this trait. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the phantasm is incapacitated or has a speed of 0 feet.

Incorporeal Movement. The phantasm 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

Multiattack. The phantasm makes four attacks.

Phantom Fist. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (1d10 + 5) psychic damage.

Horrifying Visage (Recharge 5-6). Each creature within **60 feet** of the phantasm that can see it must succeed on a **DC 16 Wisdom saving throw** or be **frightened** for **1 minute**. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to this phantasm's Horrifying Visage for the next **24 hours**. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

PHANTASM

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PHANTASM

It is too late for a phantasm. Their physical form has long since decayed, taking with it all sense of morality. The prevalence of phantasms within a dreamscape is testament to a dreamholder's greed; they exist only because the dreamholder kept ahold of their mind for too long. A true artisan of dream manipulation would release a dreamer on the brink of death, allowing it to find sustenance, safe in the knowledge that it must return to sleep in time.

Dreamscape Adaptation. Years spent severed from a physical form have allowed phantasms to adapt to the dreamscape. Untethered by belief in physical laws, they can fly, pass through solid matter, and can even create minor illusions of their own. Nonmagical attacks no longer pose any threat to them, their minds having relinquished the ties to which lesser dreamers still cling.

APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of "tamer" with "character".

PEEPER

Type: Aberration

Creature Component: Dreamholder or other 'eye tyrant'

Bonus Tamer Improvement: Eye Rays I and +2 Hit Dice

Peepers are creatures of hope, optimism, and positive vibes. The ultimate cheerleaders, they are

as cowardly as they are encouraging. Their over-developed survival instincts kick in whenever a large enough source of fear rears its harrowing head, causing them to flee without hesitation.

If any of the peeper's traits or actions require a saving throw, it is always against the peeper's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the peeper's Constitution modifier

TAMER LEVEL

EYE RAYS I
PREREQUISITE: BECOME COMPANION
"Well that was random..."

1

ENCOURAGER I
PREREQUISITE: —
"Peeper always has my back..."

IMMATERIAL
PREREQUISITE: —
"Did that just go through you?..."

3

SLOWING RAY
PREREQUISITE: —
"Take a chill pill."

GROWTH
PREREQUISITE: —
"I'm so proud of you, Peeper."

EYE RAYS II
PREREQUISITE: EYE RAYS I
"...twice as random!"

5

TELEKINETIC RAY
PREREQUISITE: —
"Push it real good."

9

ENCOURAGER II
PREREQUISITE: ENCOURAGER I
"...they're the sweetest."

INCORPOREALITY
PREREQUISITE: IMMATERIAL
"...Peeper. Use the door, not the wall."

13

DISINTEGRATION RAY
PREREQUISITE: —
"P... Peeper. Where are they?"

17

MONSTER TRAINER

If you are a tamer, you can grant the peeper the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

EYE RAYS I

Prerequisite: become a tamer's companion

Type: Active (action)

The peeper learns to use its eye stalks. As an action, the peeper can shoot one of the following magical eye rays at random (roll a **d4**), targeting a creature it can see within **60 feet** of it:

- Charm Ray.** The target must succeed on a **Wisdom saving throw** or be **charmed** by the peeper for **1 minute**, or until the peeper harms the target.
- Fear Ray.** The target must succeed on a **Wisdom saving throw** or be **frightened** of the peeper until the end of the peeper's next turn.
- Nightmare Ray.** The target must succeed on an **Intelligence saving throw** or take **5 (2d4)** psychic damage as it is assailed by illusory manifestations of its fears.
- Wounding Ray.** The target must make a **Constitution saving throw**, taking **7 (3d4)** necrotic damage on a failed save, or half as much damage on a successful one.

The peeper gains this improvement when it becomes a companion; it doesn't cost an improvement.

ENCOURAGER I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The size of the peeper's Cone of Encouragement increases to **60 feet** and Encourage's bonus increases to a **d6**.

When the peeper's tamer reaches 9th level in the tamer class, the bonus increases to a **d8** and the peeper gains one additional use of Encourage (3/Day).

IMMATERIAL

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the peeper can turn partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The peeper's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite attack and Eye Rays action increase to a **d6**.

PEEPER

Tiny aberration, neutral good

Armour Class 12

Hit Points 4 (1d4 + 2)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	7 (-2)

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Cone of Encouragement. The peeper's central eye emits a beatific gaze, creating an area of encouragement in a **30-foot cone**. At the end of each of its turns, the peeper decides which way the cone faces. See Reactions for more details.

Scaredy. The peeper has **disadvantage** on ability checks and saving throws against the frightened condition, and automatically fails these saving throws if it can see the source of its fear and the source is two or more size categories larger than it.

ACTIONS

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

REACTIONS

Encourage (2/Day). As a reaction when a creature within the peeper's cone of encouragement makes an attack roll or saving throw, the peeper can emit verbal or psychic encouragement, granting the target a bonus **d4** to its roll.



EYE RAYS II

Prerequisite: 5th-level tamer, Eye Rays I
Type: Active (action)

When the peeper uses its Eye Rays action, it shoots two rays at random instead of one (reroll duplicates), choosing one or two targets it can see within **120 feet** of it.

SLOWING RAY

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the peeper can fire a ray at one creature it can see within range of its eye rays (see Eye Rays I & II). The target must make a **Dexterity saving throw**. On a failed save, the target's speed is halved for **1 minute**. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. To maintain this effect, the peeper must concentrate on it as if it were concentrating on a spell.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

TELEKINETIC RAY

Prerequisite: 9th-level tamer
Type: Active (action)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Strength saving throw** or the peeper can move it up to **30 feet** in any direction. It is **restrained** by the ray's telekinetic grip until the start of the peeper's next turn or until the peeper is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, the peeper can move it up to **30 feet** in any direction. The peeper can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

ENCOURAGER II

Prerequisite: 13th-level tamer, Encourager I
Type: Passive (companion)

The size of the peeper's Cone of Encouragement increases to **120 feet** and Encourage's bonus increases to a **d10**. The peeper gains one additional use of Encourage (4/Day).

When the peeper's tamer reaches 17th level in the tamer class, Encourage's bonus increases to a **d12** and the peeper gains one additional use of Encourage (5/Day).

INCORPOREALITY

Prerequisite: 13th-level tamer, Immaterial
Type: Passive (companion)

While the peeper is under the effect of its Immaterial trait, it 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.

DISINTEGRATION RAY

Prerequisite: 17th-level tamer
Type: Passive (companion)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Dexterity saving throw** or take **42 (12d6)** force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine grey dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

After the peeper uses this action, it can't do so again until its tamer finishes a long rest.

APPENDIX E — SOUNDS

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

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