



QUESTLINE

MONTHLY

DREAMS OF THE HAUNTED

A Nightmare-Themed Supplement

May, 2023

5TH EDITION SUPPLEMENT

DREAMS OF THE HAUNTED

A NIGHTMARE-THEMED SUPPLEMENT FOR FIFTH EDITION

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Greetings adventurers! My name is Carson, and I'm thrilled to be the creator and writer of Questline. Almost a decade ago, I stumbled upon the world of tabletop roleplaying games (TTRPGs), and it's been a source of boundless creativity for me ever since. As a dedicated storyteller, I've always enjoyed weaving together intricate plots and engaging scenarios that both players and GMs can savor.

Over the years, my passion for TTRPGs has only grown stronger, and I find myself devoting much of my free time to crafting new homebrew content for Questline. My ultimate goal is to turn this passion into a fulfilling career, and your support on Patreon is helping me inch closer to that dream. Thank you for being a part of this journey and for making it possible for me to keep creating and sharing my stories. I am deeply grateful for your encouragement and generosity.

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CREDITS & THANKS

Creating this TTRPG supplement was a collaborative effort, and I am incredibly grateful for the talent and dedication of the individuals who made it possible. Without their hard work and support, this supplement would not have come to fruition. I want to take a moment to acknowledge and thank everyone who contributed their time and effort to this project. A special thanks goes out to each of you for your invaluable contributions and for helping me see this quest to its completion.

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CONTENT OVERVIEW

This supplement aims to offer a wealth of creative, balanced, and captivating content that enables players to craft their own epic narratives. Whether you're a GM or a player, this supplement will provide a rich source of inspiration to fuel your world-building and storytelling endeavors. Drawing on the power of 5E rules, this supplement will help you create unforgettable adventures and weave unforgettable tales.

INTEGRATION

This supplement was designed to seamlessly integrate with your current campaign setting, making it easy for your players to explore the Dreamscape, upgrade their equipment, and gain valuable experience. Whether you're looking to introduce a new plotline or simply take a break from your current objectives, the Dreamscape is an excellent location to add to your game.

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LORE



THE ETERNAL NIGHTMARE

SLUMBERING TERROR
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EATERS OF DREAMS

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THE POWER OF FEAR

LUCID DREAMERS

DREAMWEAVERS
COVETED ABILITIES

THE ETERNAL NIGHTMARE

In the darkness of the night, whispers of a mysterious dragon named Nachtmahr are spreading throughout the Material Plane. Those who learn of its existence soon find themselves haunted by the creature in their dreams. Nachtmahr is a dark dragon that lurks in the subconscious, waiting to transport its victims to a nightmarish dream world.

In this dream world, victims are forced to face their greatest fears and fight off terrifying creatures simply called nightmares. Those who overcome their fears awaken from the nightmare. But those who succumb to the horrors of their own minds are lost forever. The more dreams Nachtmahr consumes, the stronger it becomes, and the more it hungers for the dreams of others.

The source of the nightmares is a group of cultists who seek to bring Nachtmahr from its dream state into the Material World. They believe that if Nachtmahr consumes enough dreams, it will be able to return to the Material Plane and begin a new age of terror.

To put an end to the nightmares, brave adventurers must venture into the Dreamscape and face off against Nachtmahr, stop the teachings of its cultists, and destroy the remembrances of Nachtmahr throughout the Material Plane to weaken its power and end the spread of its influence. If they fail, the nightmares will continue to consume the dreams of all who sleep, and Nachtmahr will grow stronger with each passing night.

SLUMBERING TERROR

Nachtmahr once spread terror throughout the Material Plane. Its thirst for power and control drove it to commit unspeakable atrocities, and its name inspired fear and hatred among those who knew of it. However, a powerful Circle of Dreams archdruid known as Maeora Everdream saw an opportunity to put an end to Nachtmahr's reign of terror.

Utilizing her vast knowledge of the Dreamscape, Maeora cast a powerful spell that put the dragon into a deep sleep, trapping it within a dream state. With its physical body rendered dormant, Nachtmahr's consciousness was left to roam the dream world, unable to escape.

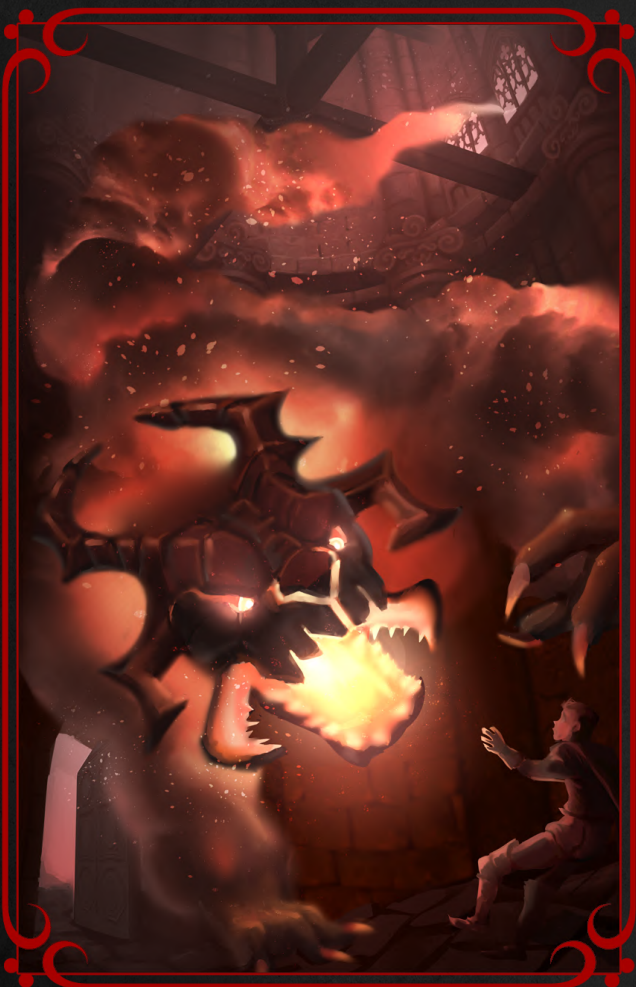
As time passed, the dragon's physical body gradually withered away into nothingness, leaving only its consciousness trapped within the Dreamscape. Yet, despite being trapped in this state for eons, Nachtmahr's malevolent will remained as strong as ever, and its presence in the Dreamscape continued to be felt by those who dared to enter its domain.

WINDOW INTO THE WORLD

Nachtmahr existed as a formless entity without a physical body. It was lost in a sea of dreams, drifting aimlessly. However, with sheer force of will, Nachtmahr eventually learned to shape its surroundings and create a body for itself within the Dreamscape. Over time, the dragon gained more control over the Dreamscape, forming its own domain known as Shadow's Reach. Nachtmahr's power grew with each passing day, allowing it to manifest itself more fully within the Dreamscape.

As Nachtmahr's influence within the Dreamscape increased, the dreams of those on the Material Plane began to seep into its subconscious, giving the dragon a means to affect the world once again. Nachtmahr used its newfound ability to manipulate dreams to torment and haunt people, causing them to experience nightmares of increasing intensity and horror.

As Nachtmahr consumed more and more dreams, it grew stronger, allowing it to project its power further into the Material Plane. Its influence spread like a disease, infecting the dreams of all those who slept. Nachtmahr reveled in its newfound strength and began to plan its return to the Material Plane, eager to wreak havoc on the waking world once more. Now, Nachtmahr seeks to break free from the Dreamscape and return to the Material Plane. It has gathered a group of cultists who seek to help it achieve this goal by spreading nightmares. The cultists believe that if Nachtmahr consumes enough dreams, it will be able to escape its prison and unleash a new age of terror on the Material Plane.



NACHTMAHR

EATERS OF DREAMS

As the tendrils of *Nachtmahr's* power stretched deeper into the Dreamscape, it hungered for a way to break free and manifest its malevolence on the Material Plane. Desperate and cunning, the dragon sought out mortals whose minds it could corrupt and whose wills it could bend to its bidding.

The Dream Eater cult emerged as *Nachtmahr's* most ardent followers, fanatics who saw the dragon as a deity worthy of worship. With honeyed words and false promises, *Nachtmahr* tempted the cultists to aid it in consuming the dreams of countless beings, using their physical presence to spread the word of *Nachtmahr's* existence and influence the dreams of people across the realm.

Now, the Dream Eater cult stands poised to unleash a new age of terror upon the Material Plane, empowered by the dreams of countless innocents and guided by the insidious will of their dark god. Only the bravest and most resolute adventurers can hope to thwart their plans and strike a blow against the waking nightmare that threatens to consume the world.

SPREADING INFLUENCE

The Dream Eater cult is devoted to bringing *Nachtmahr*, the Eternal Nightmare, into the Material Plane. They believe that with each dream it consumes, *Nachtmahr's* power will grow stronger until it can physically manifest itself in the Material Plane.

To accomplish their objective, the Dream Eater cult employs various methods to disseminate knowledge about *Nachtmahr's* existence and influence the dreams of people throughout the world. They scatter cryptic messages and symbols in public places, and they curse magical items throughout the realm, which corrupt the minds of individuals and make them more susceptible to *Nachtmahr's* influence, thereby granting the Eternal Nightmare access to their dreams.

In addition, the Dream Eater cult constructs structures, artworks, statues, and other monuments that they refer to as "remembrances." These remembrances are meticulously designed to teach viewers about *Nachtmahr's* existence in a roundabout way. Interacting with a remembrance renders an individual more vulnerable to being haunted by *Nachtmahr*, which, in turn, increases the Eternal Nightmare's power.

To further their efforts, the cultists hold secret meetings and rituals in which they perform dark and twisted acts to appease *Nachtmahr*. These rituals often entail sacrificing living beings, such as animals or even humanoids, to manifest nightmares. They believe that these offerings will provide *Nachtmahr* with even more life force to manifest itself.

As the Dream Eater cult continues to spread its influence and attract followers, *Nachtmahr's* power becomes stronger. The dragon is adept at infiltrating the dreams of individuals, feeding off their fear, and consuming their nightmares. The more dreams *Nachtmahr* consumes, the more potent it becomes, and the closer it comes to manifesting itself in the Material Plane.



DREAM EATER HAUNTER

LUCID DREAMERS

Drifters are sentient creatures who possess the unique ability to enter the Dreamscape in a lucid state. Unlike normal dreamers who are at the mercy of the Dreamscape and the nightmares that lurk within, drifters can consciously explore the dream world and even manifest their own desires within it.

While drifters can enter the Dreamscape at will, doing so is not without risk. The nightmares that inhabit the dream world are always on the hunt for new prey, and drifters are no exception. If a drifter loses focus or succumbs to their own fears, they can quickly fall victim to the horrors of the Dreamscape.

Despite the risks, many drifters seek out the Dreamscape for various reasons. Some are scholars who seek to study the mysteries of the Dreamscape, while others are adventurers who use their lucid dreaming abilities to explore and map out new territories.

Drifters are not limited to any specific race or species. Any sentient creature has the potential to become a drifter if they possess the innate ability to enter the Dreamscape in a lucid state. However, the process of becoming a drifter is not well understood, and many believe it to be a rare and innate talent.



A DREAMSCAPE DRIFTER

DREAMWEAVERS

While the Dreamscape is constantly in flux, drifters with the strongest wills and most dominant subconscious minds can manifest semi-permanent structures and landscapes within it known as domains. These entities are often referred to as dreamweavers, and they wield great power within the Dreamscape.

Dreamweavers can shape the environment around them, molding the very fabric of the Dreamscape to their will. They can create entire cities, vast forests, and towering mountains, each as real and tangible as the waking world. These structures can become a semi-permanent part of the Dreamscape itself.

To create domains, dreamweavers must focus their will and subconscious energy, pouring their essence into the Dreamscape. This process requires a great deal of mental fortitude, concentration, and time. Eventually, the area becomes a domain, a part of the Dreamscape, and can be accessed by any who seeks it.

However, dreamweavers must be cautious in their creations. If another powerful entity enters the Dreamscape and manifests a stronger will or more dominant subconscious, their structures may begin to warp and change, eventually fading away entirely. Dreamweavers must constantly maintain their structures, reinforcing them with their will and subconscious energy, to keep them from being overwritten by another's subconscious.

COVETED ABILITIES

Drifters are coveted by the Dream Eater cult, which believes that they can use the drifters' abilities to help bring Nachtmahr into the Material Plane. However, drifters pose a threat to the cult's mission, as their abilities allow them to traverse the Dreamscape and potentially inhibit the cult's plans.

For this reason, Nachtmahr and the Dream Eater cult seek to either recruit or hunt drifters. The cultists may attempt to recruit drifters by promising them power and influence in the Dreamscape. They may also use fear tactics, warning drifters that if they do not ally themselves with the cultists, they will be hunted and killed.

Hunting drifters is another tactic employed by Nachtmahr and the Dream Eater cult. The cultists may use their connections in the Dreamscape to track down drifters and capture them, using them as leverage against other potential drifters.

Despite the dangers posed by Nachtmahr and the Dream Eater cult, many drifters refuse to ally themselves with the cultists. Some drifters choose to fight back against the cultists, forming alliances with other adventurers and working to thwart the plans of Nachtmahr and its followers. These drifters often become valuable allies in the fight against the spread of nightmares and the influence of the Dream Eater cult.

PLACES OF INTEREST



THE DREAMSCAPE

SERENITY SEA

SHADOW'S REACH

REMEMBRANCES OF NACHTMAHR

ENGRAVED WOODS

STAIN GLASS MURAL

VASTUS FOUNTAIN

NACHTMAHR'S CENOTAPH

DREAMSCAPE DOMAINS

The Dreamscape is a realm of endless possibility, accessible only through the subconscious minds of sentient beings. This realm is a place where the subconscious thoughts of multiple individuals can coexist and interact with one another, creating a dreamscape that is as diverse and varied as the creatures who inhabit it.

Within the Dreamscape, time is fluid and unpredictable, and the laws of physics and reality are often suspended. The environment of the Dreamscape is constantly changing, adapting to the whims of its inhabitants and the dominant subconscious of the creatures within it. The world will often reflect a real-world setting that the creature with the strongest will in the Dreamscape is most connected to.

Dreamweavers have the incredible power to exert their will on their surroundings and have existed within the Dreamscape for great lengths of time. They have developed large areas within the Dreamscape known as domains, where their influence is strongest. These domains are semi-permanent landmarks woven into the fabric of the Dreamscape and can be approached and explored.

As adventurers enter the Dreamscape, they find themselves in a strange and ever-shifting landscape that twists and turns in unpredictable ways. The ground beneath their feet may give way to a seemingly bottomless pit, only to reform into a rolling meadow or a towering cliff face. The sky above may be a deep shade of purple, dotted with strange constellations, or a vibrant pink filled with swirling clouds.

In the Dreamscape, one must be prepared to confront their deepest fears and desires, as well as the collective subconscious of all the creatures who inhabit it.

SERENITY SEA

Serenity Sea is a place of calm and tranquility. Dreamweaver Maeora created this domain to be a sanctuary for those in search of inner peace. As one steps onto the surface of the water, it becomes clear that this is no ordinary body of water. Despite its apparent stillness, the water beneath one's feet seems to ripple and shimmer with subtle energy, reflecting the tranquil beauty of the sky above.

As one wanders across the endless plane of water, the clouds above gently shift and morph, casting dappled shadows on the surface below. The reflection of the sky is so perfectly mirrored in the water that it is difficult to distinguish between the two. The horizon seems to stretch out into infinity, giving the impression that one could walk forever and never reach the edge of this serene landscape.

Maeora Everdream and other drifters who come to this place to meditate are attuned to the subtle energies of the Dreamscape, and they draw on this power to deepen their connection to the natural world. The Serenity Sea is a place where the mind can be still and the soul can be rejuvenated. The sound of the water gently lapping against one's feet, the gentle sway of the clouds above, and the endless horizon all combine to create an atmosphere of pure serenity.

Those who come to this place seeking balance and inner peace are not disappointed. Serenity Sea is a sanctuary in the Dreamscape, a place of stillness and calm where one can find the balance that they seek. Dreamweaver Maeora created this place by tapping into the deepest wellsprings of her subconscious, and the result is a place of infinite beauty and serenity.

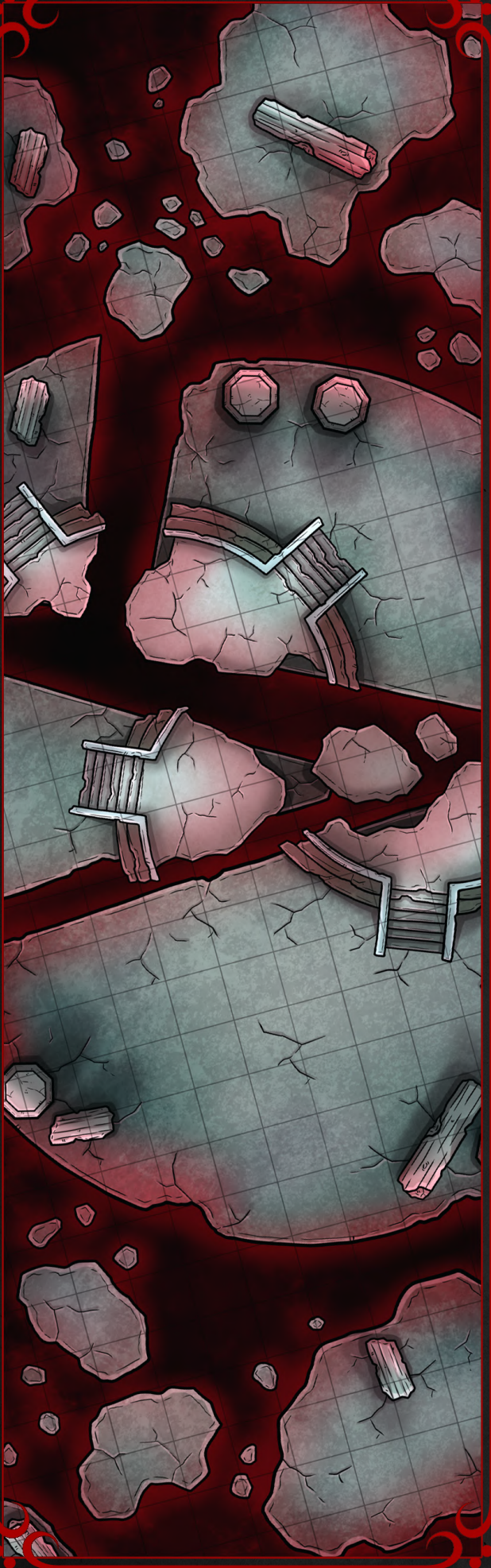
SERENITY SEA AMBIENCE

Glass Garden by [Michael Ghelfi](#)

[YouTube Link](#)

DREAMWEAVER'S DOMAIN





SHADOW'S REACH

Shadow's Reach is a desolate and foreboding place within the Dreamscape, shrouded in darkness and ruled by Nachtmahr the Eternal Nightmare. This domain is a manifestation of Nachtmahr's subconscious, which has taken form in this bleak and colorless wasteland. Shadow's Reach is an endless expanse of dark stone, devoid of life and hope, stretching as far as the eye can see.

The sky above Shadow's Reach is a roiling mass of dark, rolling gray clouds that seem to writhe and twist in agony, casting an oppressive atmosphere over the domain. Occasionally, black, oily rain falls from the sky, staining the already gloomy landscape with a slick film that seems to defy any attempts at cleansing. The air is heavy with a palpable sense of despair, and the air itself seems to carry a malevolent presence.

Shadow's Reach is scattered with twisted and misshapen rock formations, resembling nightmarish sculptures that seem to contort and shift as if alive. The ground is uneven and treacherous, with jagged rocks and deep crevices that threaten to swallow the unwary. The air is filled with eerie whispers and ghostly echoes, as if the very fabric of reality is unraveling in this twisted realm.

TOWER OF TORMENT

The Tower of Torment is a place of dread and terror, a towering edifice that looms impossibly tall in Shadow's Reach. This twisted spire is a manifestation of the will of Nachtmahr the Eternal Nightmare, who rules over this dark domain of the Dreamscape.

The tower itself is made of dark stones that seem to absorb all light, casting deep shadows that seem to writhe and twist of their own accord. A deep red glow emanates from between the tower's fractures, adding to the sense of malevolent energy that surrounds the structure. The Tower of Torment is a study of chaos and horror, constantly shifting and breaking apart, only to reform itself into even more twisted and malevolent shapes. The tower seems to defy the laws of physics; its angles and shapes becoming impossible to comprehend or explain.

Screams of the haunted echo from the tower in a constant cacophony of terror. As one approaches the tower, the screams of the haunted grow louder and more frenzied, echoing through the very air itself. At the tower's apex, Nachtmahr's smoky, formless shape clings to the spire like a leech. His eyes burn with rage, and his gaze peers across the Dreamscape, searching for wanderers to torment.

The Tower of Torment is a place of nightmares and terror, a location that drifters avoid at all costs. However, for those who are brave enough to explore its twisted halls, the tower may hold secrets and treasures beyond imagination. But the tower is guarded by the Eternal Nightmare, and the risks of entering its domain are great.

TOWER OF TORMENT AMBIENCE

Cosmic Horror by Bardify.

[YouTube](#)

REMEMBRANCES OF NACHTMAHR

The remembrances of Nachtmahr are a twisted and disturbing aspect of the Dream Eater cult's devotion to their dark dragon god. These monuments are found in various locations throughout the Material Plane, and their purpose is to remind all who see them of Nachtmahr's existence, power, and hunger for dreams.

The remembrances take on many forms, from eerie statues to towering structures, and each one is designed to convey a subtle message or lesson about Nachtmahr's existence. The cultists use esoteric symbols, cryptic phrases, and disturbing artwork to instill a sense of unease and fear in those who come across these monuments.

The effect of interacting with remembrance can be profound. Those who engage with these structures find themselves more vulnerable to being haunted by Nachtmahr in their dreams. The haunting can take on many forms, from subtle whispers to full-blown nightmares that leave the individual feeling drained and traumatized.

To destroy Nachtmahr and the Dream Eater cult, adventurers must seek out and destroy all of the Remembrances, severing the connection between the dream world and the Material Plane. Only then can Nachtmahr be weakened enough to be defeated and banished from the Material Plane once and for all.

STAIN GLASS MURAL

Ornate architecture stands as a testament to the skill and dedication of the craftsmen who built this cathedral centuries ago. At the heart of the cathedral, dominating the far wall, is a massive stained-glass window that once depicted a scene of pure radiance and divine beauty.

But now, the Dream Eater cult has covered the window with their own artwork, a twisted and distorted depiction of the nightmare dragon Nachtmahr. The dragon's form is difficult to discern at first, the image being more of a suggestion than a concrete representation. Yet the longer one gazes upon the window, the more the dragon seems to take shape, its twisted form coiling and writhing as if alive.

As one approaches the window, a sense of unease settles over them—a feeling of dread that seems to emanate from the very glass itself. And if one looks too long, the dragon may even seem to move, its claws and fangs glinting in the dim light of the cathedral.

Despite the eerie and unsettling nature of the stained-glass window, many still come to the cathedral to pay their respects to the divine powers they believe it represents. But those who are aware of the true nature of the window and the cult that created it know to keep their distance, lest they fall prey to Nachtmahr's insidious influence.

STAIN GLASS MURAL AMBIENCE

Holy Temple by [Michael Ghelfi](#)

[YouTube Link](#)

ENGRAVED WOODS

Deep within a dense and foreboding forest lies a grove of ancient trees with bark that appears to have been etched with nightmare symbols. The forest canopy is so thick that only a faint, eerie light filters through, casting shadows that seem to writhe and shift in the dimness.

As one approaches the trees, the symbols etched into the bark seem to writhe and twist, forming grotesque depictions of eyes, teeth, and claws. The air around you feels cold and oppressive, and you sense a growing unease and foreboding.

After studying the symbols more closely, the shadows will begin to move subtly, taking on the shape of Nachtmahr. The shadows seem to dance and flicker, beckoning you deeper into the forest. As you move forward, the shadows close in around you, and the feeling of being watched and pursued grows stronger.

Despite the growing sense of danger, something compels travelers to keep moving deeper into the forest. They are filled with a sense of dread and terror as the shadows seem to consume them, blurring the line between reality and nightmare. Finally, they break free from the forest, gasping for breath and trembling with fear, and are left with a haunting memory of Nachtmahr's power.



ENGRAVED WOODS

VASTUS FOUNTAIN

Standing at the center of a desolate wasteland, the Vastus Fountain is a stark contrast to the endless sands that surround it. Made of an ominous black stone, the fountain stands tall and proud, a testament to the power and influence of the Dream Eater cult. Although the fountain has long since run dry, it still holds a strange allure for those who dare to approach it.

As travelers sleep near the fountain, they are drawn into a vivid dream where they see crystal-clear water flowing from the fountain's once-dry spout. The dreamer can hear the sound of the water cascading down the fountain's stone steps, and they can feel the cool spray of water on their face. In their dream, the dreamer may drink from the fountain and find themselves fully hydrated upon awakening.

However, the price for quenching one's thirst at the Vastus Fountain is steep. Those who drink from the fountain in their dreams will find themselves haunted by *Nachtmahr*. This dark and malevolent presence will stalk the dreamer's every move, whispering terrifying secrets and fears into their minds. The more the dreamer interacts with the Vastus Fountain, the stronger *Nachtmahr*'s hold on them becomes, and the more power the Eternal Nightmare gains in the Material Plane.

VASTUS FOUNTAIN AMBIENCE

Cursed Desert by [Michael Ghelfi](#)

[YouTube Link](#)



VASTUS FOUNTAIN

NACHTMAHR'S CENOTAPH

The dragon-shaped structure towers above visitors, standing as a grim reminder of the power and influence of the Eternal Nightmare. The cenotaph is built entirely from obsidian, and its surface is etched with intricate designs that depict twisted nightmares and the horrors of the Dream Eater's influence.

The cenotaph itself is an impressive structure, with its dragon-like shape rising up towards the ceiling. Its obsidian surface reflects the flickering torchlight, casting an eerie glow across the chamber. The dragon's mouth is open as if it were screaming in agony, and within its maw lies a dark, seemingly bottomless pit.

The walls of the chamber are adorned with twisted frescoes that depict the power and influence of *Nachtmahr*. Each image seems to be more horrific than the last, and the longer one gazes upon them, the more they begin to feel the touch of the Eternal Nightmare upon their soul.

To interact with the cenotaph is to invite the influence of the *Nachtmahr* into one's mind, making them more susceptible to the horrors of the Eternal Nightmare. As such, few dare venture into the catacombs, and those who do often emerge changed, haunted by the visions of *Nachtmahr*'s influence on the world.

QUESTLINE MONTHLY

You can also find *Nachtmahr*'s Cenotaph in the Questline Monthly issue, [Haven of the Dead](#).



NACHTMAHR'S CENOTAPH

CHARACTERS OF INTEREST

AGRON THE SLEEPLESS
DREAMWEAVER MAEORA
PRISONER TRALIC
RESFAEN THE LOST

AGRON THE SLEEPLESS

Agron Ravenfall, Male Human (Lawful Evil)

Personality. Agron is a cunning and manipulative old man who is always on the lookout for ways to gain power and influence. He is deeply paranoid and is terrified of the Dream Eaters.

Appearance. Agron is a thin, wiry man with white hair and piercing blue eyes. He wears a tattered red robe and carries a staff made from twisted branches. Despite his advanced age, he is still quick and nimble. He is 73 years old (old), 5 ft, 8 in (173 cm) tall, and weighs 132 lbs (60 kg).

Characteristics

Ideal. Control. Agron believes that he must always be in control of his surroundings and those around him, and will go to great lengths to maintain that control. (Lawful)

Bond. Agron has spent his entire life exploring the Dream World, but now he is terrified of the Dream Eaters and will do anything to avoid being caught by them.

Flaw. Agron is selfish and manipulative, and he will use anyone he can to achieve his goals. He has little regard for the lives of others and will do whatever it takes to protect himself, even if it means putting others in danger.

Background

Agron was born into a poor family and grew up in a small village. His parents were hardworking, but they could barely afford to put food on the table. As a child, Agron often had to go to bed hungry. Despite their struggles, Agron was able to momentarily escape his hardships each night.

Agron was a drifter and was fascinated by the Dreamscape. He discovered that he had a natural talent for lucid dreaming and began to explore the Dreamscape more and more. He spent years honing his abilities as a drifter, learning to manipulate the dreams of others to his advantage.

As he became more powerful, Agron began to use his abilities for personal gain. He would manipulate the dreams of wealthy individuals to gain access to their secrets and steal from them. He became a master thief, using his abilities to evade capture and amass a small fortune.

However, his misdeeds did not go unnoticed. The Dream Eater cultists, a group of fanatics who worshipped *Nachtmahr*, learned of his talents and sought to recruit him. They believed that he could be a powerful tool for their cause, but Agron refused to join them.

Fearing for his life, Agron began to refuse to sleep for long periods in an effort to keep the Dream Eaters from finding him within the Dreamscape. He is now a paranoid old man, constantly on the move, always looking over his shoulder, and rarely sleeping.



AGRON RAVENFALL

AGRON RAVENFALL'S QUESTS

The following quests are designed to provide compelling story elements for Game Masters to easily implement the material within this supplement. Utilize them to create captivating plot hooks.

BREAKING THE WINDOW

Agron has found a remembrance of *Nachtmahr* located in a prominent temple of the Material Plane and requests the party to destroy it. A massive stained glass window features artwork depicting the Dream Eater's dragon god serves as a remembrance. Agron believes that destroying the window is the only way to weaken *Nachtmahr*'s grip on the Material Plane and weaken the cultists' hold on their power.

BURN IT DOWN

Agron believes that the Dream Eaters have created a remembrance of *Nachtmahr* at the heart of a dark forest and requests that the party burn it down. He fears that the symbols carved into the trees have cursed the forest, causing nightmares and madness in those who venture inside. Agron believes that burning the forest is the only way to weaken *Nachtmahr*'s grip on the Material Plane and weaken the cultists' hold on their power.

SLEEP WALKER

Agron has been avoiding sleep for long periods of time to avoid the Dream Eaters, which has taken a toll on his physical body. He tasks the adventurers with helping him rest by entering the Dream World with him and protecting him from the Dream Eaters while he sleeps.

DREAMWEAVER MAEORA

Maera Everdream, Female Halfling (Lawful Good)

Personality. Maerora has a calm and serene demeanor. She speaks in a soft and melodious voice. She is deeply committed to her role as protector of the Dreamscape and will do whatever it takes to keep it safe from evil.

Appearance. Maerora appears as a spectral halfling draped in flowing robes of green and gold. Her eyes glow with a faint light, and her hair is a shimmering silver that seems to drift like mist. She is ageless due to her connection to the Dreamscape.

Characteristics

Ideal. Protection: Maerora believes she must protect the Dreamscape and prevent evil from entering the Material Plane. (Lawful)

Bond. Maerora is bound to the Dreamscape and will do anything to protect it from harm. She is determined to prevent Natchmahr from waking up and unleashing his evil on the world once again.

Flaw. Maerora occasionally gets lost in her own thoughts and can come across as distant or absent-minded due to her extended existence within the Dreamscape.

Background

When Maerora was very young, she had her first experience as a drifter within the Dreamscape. Finding herself wandering through a strange and wonderful land, full of fantastic creatures and impossible landscapes. From that moment on, Maerora knew that her destiny lay in the Dreamscape.

As she grew older, Maerora studied the ways of the druids and learned to harness the power of the natural world. She joined a druidic circle that sought to maintain the balance between the Dreamscape and the Material Plane.

Maerora witnessed the horrors and destruction the dragon Natchmahr had caused, and Maerora knew that she had to stop it. She put her life on the line to stop Natchmahr, using all her knowledge of the natural world and the Dreamscape to trap the dragon in an endless slumber. During their battle, Maerora's physical body was destroyed, but her consciousness remained in the Dreamscape. Now, she is the protector of the Dream World, fighting back against the nightmares that threaten to spill over into the Material Plane.

Maerora is a wise and powerful figure in the Dreamscape, helping lost travelers find their way and protecting the Dreamscape from those who would do it harm. Though she is no longer alive in the Material Plane, her legacy lives on, and her consciousness continues to guide those who seek to protect the natural world.



MAEORA EVERDREAM

MAEORA EVERDREAM'S QUESTS

The following quests are designed to provide compelling story elements for Game Masters to easily implement the material within this supplement. Utilize them to create captivating plot hooks.

NIGHT TERROR

A powerful nightmare has been devouring the dreams of children, leaving them unable to sleep or function properly. Maerora asks the adventurers to track down the nightmare in the Dreamscape and stop it before it can cause any more harm.

TOWER OF TORMENT

Maerora tasks the adventurers with destroying the Tower of Torment within the Dreamscape. They must navigate its many twisted and dangerous levels, facing off against Natchmahr's nightmarish minions. Eventually, they will reach Natchmahr's chamber, where they must vanquish the nightmare dragon. Maerora warns the adventurers that this alone will not be enough to stop it. However, with Natchmahr temporarily defeated, Maerora will have time to alter its domain and destroy the Tower of Torment.

CATCHER OF DREAMS

A drifter has contacted Maerora for help. Haunters, members of the Dream Eater cult, have used their nightmarish abilities to conjure nightmares and unleash them on the drifter's village. Maerora is asking the adventurers to go there in her stead, defeat the nightmares, and give them Dreamcatcher Amulets to protect them from future attacks.

PRISONER TRALIC

Tralic Elyrandell, Half-Elf, Male (Lawful Good)

Personality. Tralic is a quiet and reserved individual who keeps to himself. He is introspective and spends much of his time pondering his life. He is also very principled and does not compromise his values.

Appearance. Tralic is a half-elf with dark hair and bright green eyes. He is tall, standing at 6'2", and has a lean, muscular build. He wears tattered prison clothes and carries himself with a sense of dignity.

Characteristics

Ideal. Justice. Tralic believes in doing what is right, regardless of the consequences. (Lawful)

Bond. Tralic seeks to clear his name and prove his innocence in the eyes of the kingdom. He is also devoted to Maeora Everdream, whom he believes can guide him to inner peace.

Flaw. Tralic struggles with feelings of anger and bitterness towards the kingdom and those who wronged him.

Background

As a young adult, Tralic met the daughter of a high noble, and they fell in love. They kept their relationship a secret due to the societal stigma against relationships between different races and classes. Tralic would sneak into her chambers at night to spend time with her, but one night he discovered the daughter in a scuffle with her knight protector.

The knight was attempting to take advantage of her, and in the ensuing fight, Tralic killed the knight in self-defense. Tralic discovered that the knight had poisoned the daughter, who died shortly after. Guards soon arrived, and Tralic was immediately arrested and sent to prison for the murder of the knight and the daughter.

Despite his pleas of innocence and his explanation of what happened, Tralic was wrongly convicted and sentenced to life in prison. He spent his days locked up, searching for a way to prove his innocence and clear his name.

One day, Tralic had a dream where he met Maeora Everdream, a powerful druid who helped guide him through the Dreamscape. Maeora taught him how to harness his inner willpower and find inner peace despite his situation. With her guidance, Tralic found a new purpose and began to explore the Dreamscape, searching for a way to right the wrongs done to him and clear his name.



TRALIC ELYRANDELL

TRALIC ELYRANDELL'S QUESTS

The following quests are designed to provide compelling story elements for Game Masters to easily implement the material within this supplement. Utilize them to create captivating plot hooks.

ACCOMPLICE

Tralic may suspect that someone else was responsible for the murder and ask the adventurers to track down the true culprit. This could involve gathering intelligence, tracking down leads, and confronting the person responsible. The real killer could be a powerful noble or influential figure, making the task especially challenging.

LOST EVIDENCE

Tralic may know of a piece of evidence that was lost or stolen that could prove his innocence. He could ask the adventurers to retrieve this item, which could be hidden in a dangerous location or guarded by powerful enemies. The evidence could be a witness statement, a piece of physical evidence, or a magical artifact that could help prove Tralic's innocence.

ROYAL PARDON

Tralic could ask the adventurers to seek a royal pardon from the king or queen. This would require convincing the monarch that Tralic was wrongly accused and deserves to be set free. The adventurers may need to gather evidence, rally support from influential figures, and make a persuasive case to the king or queen.

RESFAEN THE LOST

Resfaen Elros, Female Half-Elf (Lawful Good)

Personality. Resfaen is curious, adventurous, and optimistic. She always wants to explore new things and experience everything life has to offer. She is also impulsive and can be reckless at times.

Appearance. Resfaen has bright green eyes that sparkle with curiosity and a small, slightly upturned nose. She is 14 years old (child). She is small for her age, standing at 4 ft, 8 in (142 cm), and weighing only 80 lbs (36 kg). She wears a simple, practical outfit.

Characteristics

Ideal. Freedom. Resfaen believes in the freedom to choose one's own path in life, and she hates anyone who tries to take that away. (Chaotic)

Bond. Resfaen is searching for a way to control her powers and protect herself from the Dream Eater cultists who seek to exploit her abilities.

Flaw. Resfaen can be naive and overly trusting, especially towards those who claim to have knowledge about the Dreamscape.

Background

Resfaen's childhood is tumultuous, to say the least. Her elven mother passed away during childbirth, leaving her human father to raise her alone. He does his best to provide for her but struggles to make ends meet. Despite her hardships, Resfaen is a bright and curious child. She finds solace in her dreams, where she can escape the troubles of the waking world.

As she grew older, Resfaen discovered that she could control her dreams. She could will herself to fly, breathe underwater, and conjure up fantastic creatures. At first, she thought it was just a vivid imagination, but she soon realized that she was a drifter—someone who could travel between the waking world and the Dreamscape.

Resfaen spends her nights exploring the Dreamscape, learning to control her powers and uncovering its secrets. She discovered that the Dreamscape was a place of infinite possibilities, where the laws of physics don't apply and anything was possible. However, the Dreamscape is also a dangerous place. Nightmares lurk in the shadows, waiting to prey on the unwary. The Dream Eater cultists hunt drifters in the Dreamscape, recruiting them for their cause or eradicating them.

Resfaen struggles to control her powers, often getting lost in the Dreamscape and wandering aimlessly. She is an easy target for nightmares and the Dream Eater cultists. However, her curiosity outweighs her fear. She is determined to master her powers and uncover the secrets of the Dreamscape.



RESFAEN ELROS

RESFAEN ELROS'S QUESTS

The following quests are designed to provide compelling story elements for Game Masters to easily implement the material within this supplement. Utilize them to create captivating plot hooks.

INITIATION

The Dream Eater cultists have learned of Resfaen's abilities and have captured her within the Dreamscape. The adventurers must help Resfaen escape and stop the cultists who seek to brainwash her and turn her into a weapon against their enemies.

HOW TO DRIFT

Help Resfaen find a mentor who can teach her to control her powers. Resfaen needs a mentor who can help her understand and control her powers. She has heard of a powerful drifter known as Maeora who lives in the Dreamscape and is willing to teach others. However, the mentor is elusive, and finding her won't be easy.

RINGS OF LUCIDITY

Resfaen has learned that the Dream Eater cultists use a magic item known as a Pendant of Drifting that allows them to enter the Dreamscape at will. She fears that they will use these items to find and capture more drifters. Resfaen asks the adventurers to find and retrieve these pendants so they can learn more about their origin.

DREAMSCAPE GUIDLINES



WANDERERS
PASSAGE OF TIME
ENTERING THE DREAMSCAPE
TRAVERSING DOMAINS
ADVENTURES IN THE DREAMSCAPE
EXERTION OF WILL
CREATING A NEW DOMAIN
COMBAT & DEATH
LIMBO

DREAMSCAPE GUIDELINES

The Dreamscape is a boundless realm of endless potential that can only be accessed through the subconscious minds of sentient beings. This section of the supplement is dedicated to providing you, the player, with essential rules and guidelines on how to navigate and interact within this wondrous and ever-evolving realm. These guidelines will help you make the most of your experience and unlock the full potential of this mysterious and captivating realm.

WANDERERS

Dreamers who enter the Dreamscape in a non-lucid state are known as wanderers. These individuals are not intentionally entering the Dreamscape while they sleep and are often unaware of their presence within it. They enter the Dreamscape while they sleep in the physical world, and their subconscious mind wanders the Dreamscape without any conscious control.

Since their emotions dictate their movements, wanderers are often seen floating through the air, staring off into the distance, or walking with no specific direction or reason. They can be difficult to interact with, as their actions are driven by their emotional state rather than rational thought.

Wanderers are susceptible to the influence of other creatures within the Dreamscape. They may encounter drifters or nightmares, and these entities can impact the wanderers' dreams.

PASSAGE OF TIME

In the Dreamscape, time behaves in a very different manner than in the physical world. Moments can pass over hours, and hours can stretch into what feels like weeks or even months. Conversely, what feels like weeks or months within the Dreamscape may only be a matter of minutes in the physical world.

This temporal distortion is one of the many strange phenomena that occur within the Dreamscape. It is because time within the Dreamscape is tied to the subconscious minds of the creatures who inhabit it. As a result, time is fluid and malleable, and it behaves in accordance with the thoughts, emotions, and desires of those within the Dreamscape.

This temporal distortion can have a profound impact on those who venture into the Dreamscape. For example, an adventurer may enter the Dreamscape for what they believe to be only a few hours, only to emerge hours or even days later in the physical world. Conversely, an adventurer may spend what feels like weeks within the Dreamscape, only to emerge to find that only a few minutes have passed in the physical world.

GAME MASTER TIP:

When multiple players enter the Dreamscape simultaneously, they should all experience the passage of time in sync.

ENTERING THE DREAMSCAPE

When players enter the Dreamscape, they also manifest all of their abilities, possessions, and equipment from the physical world within. This means that they will have access to their full arsenal of spells and abilities, as well as any weapons, armor, or other items they normally carry.

Entering the Dreamscape, the realm of dreams, can be accomplished through various means:

- **Sleeping.** The most common method to enter the Dreamscape is by simply falling asleep. However, not just anyone can enter the Dreamscape in a lucid state through this method. Only natural-born drifters, those who possess a special innate connection to the Dreamscape, can enter the Dreamscape with full control over their actions and surroundings. For them, the realm of dreams becomes a tangible reality that they can explore and manipulate as they wish, utilizing their innate abilities to navigate its mysteries.
- **Spellcasting.** Another way to enter the Dreamscape is through the use of spells. Certain spells, such as *dream* or *slumber* can transport a player's consciousness into the Dreamscape, allowing them to interact with the Dreamscape as if they were physically present. These spells may be granted by deities, bestowed by powerful entities, or learned through arduous study and practice. The Dreamscape accessed through spellcasting may have its own unique rules, limitations, and challenges, depending on the nature of the spell and the intentions of the caster.
- **Magic Items.** Some rare and powerful magic items, such as the pendant of drifting or the dreamweaver's staff grant the wearer access to the Dreamscape in a lucid state when they fall asleep. These items may have been created by ancient Dreamweavers, imbued with their magic and infused with the essence of the Dreamscape. The wearer may find themselves transported into the Dreamscape, fully aware of their surroundings and able to navigate its mysteries, wield its powers, or confront its dangers.
- **Special Abilities.** Certain creatures within the Dreamscape may possess special abilities that allow them to enter the Dreamscape or send others into it. These abilities may be inherent to their nature, bestowed upon them by powerful beings, or acquired through unique circumstances. These creatures may serve as guides, guardians, or adversaries within the Dreamscape, and their abilities may present opportunities or challenges for adventurers seeking to explore this realm of dreams.

Regardless of the method used to enter the Dreamscape, adventurers must be prepared for the unpredictable nature of dreams. It's a realm where the boundaries of the mind and the fabric of reality blur, and adventurers must be prepared to face the unknown, unravel its mysteries, and make choices that can shape the course of their dreams Dreamscape.

TRAVERSING DOMAINS

You can imagine the Dreamscape as an open sea dotted with thousands of islands. Each island represents an entity's domain. These domains are essentially pockets of the Dreamscape that have been infused with a Dreamweaver's consciousness, making them more stable and predictable than other areas of the Dreamscape. In these domains, the Dreamweaver has complete control over the environment, being able to shape it to their will and even create new creatures and objects to inhabit it.

Dreamweavers. Dreamweavers are incredibly powerful beings within the Dreamscape, possessing the ability to shape and manipulate the environment around them using their powerful wills. They have existed within the Dreamscape for great lengths of time, and as a result, they have been able to develop large areas within the Dreamscape known as domains.

Traveling to Domains. Players who have knowledge of a Dreamweaver's domain may be able to manifest themselves within that domain when they first enter the Dreamscape. If a player can traverse the Dreamscape as a drifter, they can focus their mind on the Dreamweaver's domain and be able to appear within or near that domain when they first enter the Dreamscape. This can be a useful way to access a Dreamweaver's domain quickly and without having to navigate through other areas of the Dreamscape. However, it's important to note that not all of Dreamweaver's domains are accessible in this way. Some Dreamweavers may have domains that are hidden or difficult to find, and players may need to navigate through other areas of the Dreamscape to reach them.

ADVENTURES IN THE DREAMSCAPE

In the Dreamworld, you can craft entire adventures that delve into the diverse domains of various Dreamweavers. These enigmatic beings hold sway over the Dreamscape, shaping its ever-shifting landscapes and inhabitants with their dreams and nightmares.

Within the Dreamscape, you can encounter Dreamweavers of varying natures. Some Dreamweavers are benevolent, their dreams bringing peace and joy to the denizens of their domains. They may create idyllic landscapes, lush forests, serene meadows, or vibrant cities teeming with life. They may be protectors of the Dreamscape, offering guidance and assistance to those who venture into their realms.

On the other hand, malevolent Dreamweavers can be sinister and twisted, weaving dark and haunting nightmares that plague those who dare to enter their domains. Their dreams can take on the form of monstrous creatures, cursed lands, haunted forests, or forbidding dungeons. They may seek to control or corrupt the Dreamscape for their own nefarious purposes, and adventurers must be wary of their cunning traps and treacherous schemes.

Whether you choose to ally with benevolent Dreamweavers or challenge the malevolent ones, the Dreamscape presents a rich and dynamic setting for your adventures to unfold, limited only by your imagination. So, step into the realm of dreams and let your creativity soar as you craft adventures within the mysterious and ever-changing Dreamscape.



TOWER OF TORMENT

EXERTION OF WILL

In the Dreamscape, creatures with a high Charisma score possess the ability to exert their will upon the environment, enabling them to manipulate the landscape, create objects, and even manifest their surroundings according to their desires and intentions.

Force of Will. The creature with the highest Charisma score in the Dreamscape has the power to define the surrounding environment, the objects within it, and even the creatures that inhabit it. In contrast, creatures with weaker Charisma scores are unable to manifest their surroundings in this manner. They must navigate the Dreamscape as it is, confronting the numerous dangers and obstacles within it. The Dreamscape is a realm where the strength of one's will and charisma can significantly impact a player's ability to navigate and survive.

The Strongest Wills. Domains within the Dreamscape are formed from the intense will of a powerful creature, and within these domains, others are unable to actively manipulate the landscape or manifest their desires as the domain owner possesses a stronger will.

GAME MASTER TIP:

When exploring the Dreamscape, players should traverse domains, as these areas are not under the direct control of the player. Therefore, players are unable to freely manipulate the environment to their will, resulting in a more manageable experience for Game Masters and streamlined gameplay.

CREATING A NEW DOMAIN

In the Dreamscape, discernible areas are referred to as domains, which are manifested by Dreamweavers over time. If a Dreamweaver is removed from the Dreamscape, its domain can be obtained and transitioned into a different domain.

Dissolving Domains. When a Dreamweaver with control over a particular domain is defeated or removed from the Dreamscape, their domain will begin to degrade, and the area will return to the Dreamscape's natural fluid state. At this point, the creature with the next highest Charisma score could take over and influence the area, changing the domain to match their own desires.

The process of dissolving a domain takes time and depends on the intensity of the previous domain owner's consciousness that was intertwined with the domain. The longer they possessed the domain and the higher their Charisma score, the longer it will take for the domain to dissolve.

Forming Domains. If a creature has control over an area of the Dreamscape or a dissolving domain, it can begin to impose its will on it. The landscape, objects, and creatures inhabiting the domain will take on the shape of the creature's memories that are associated with the most intense emotions, often resembling a place of relaxation, such as a homeland. Alternatively, the domain could take the shape of a traumatic experience the owner possesses, such as a battlefield.

Similar to dissolving a domain, forming a domain also takes time. The amount of time required depends on the owner's Charisma score and the duration they spend within the Dreamscape in the domain. Forming a domain can take weeks, months, or even years.

COMBAT & DEATH

Combat in the Dreamscape is generally less perilous than in the physical world, but it has unique consequences for character death. When a player character dies in the Dreamscape, they will face the following drawbacks in the physical world:

- They exit the Dreamscape but do not awaken, instead falling into an unconscious state for 8 hours and cannot be roused.
- Upon waking after 8 hours, they do not gain the benefits of a short or long rest.
- They suffer psychic damage equivalent to their character level.
- They gain one level of exhaustion.
- They are unable to re-enter the Dreamscape for 24 hours and must remove their level of exhaustion before attempting to do so.
- If killed by a nightmare, they experience all the aforementioned drawbacks and must also roll on the short-term madness table.

Combat within a Dreamweaver's domain can be highly perilous, and players should exercise caution to avoid unnecessary risks. Although dying in the Dreamscape does not result in permanent death, the consequences can be severe and hinder the players' success in future encounters.

LIMBO

If someone dies in the Dreamscape while heavily sedated and is unable to wake up, they will enter a state of limbo, which is a sort of dream purgatory. Limbo is an alternative level of the Dreamscape that is not intentionally created by the dreamers but rather is a sort of subconscious space where a person's consciousness can become trapped if they die in a dream while under the influence of a sedative such as poison or magic.

In limbo, time moves much more slowly than in the Dreamscape or in the physical world, and a person's subconscious can continue to create a dream around them, leading to a potentially infinite and unpredictable experience. If someone is stuck in limbo for too long, their mind can become lost or damaged beyond repair, leading to a kind of psychological death that is irreversible.

Madness. A player who has been trapped in limbo and manages to escape will likely have endured significant mental anguish as a result of the experience. Upon returning to the physical world, the player should roll on both the long-term and indefinite madness tables to reflect the psychological impact of the ordeal. Furthermore, the player may struggle with persistent uncertainty about whether they are truly back in the physical world or if they are still trapped in limbo.

PLAYER OPTIONS



BACKGROUNDS

DREAMSCAPE DRIFTER

SUBCLASSES

PRIMAL PATH: PATH OF THE NIGHTMARE

BACKGROUND:

DREAMSCAPE DRIFTER

As a Drifter, you have the exceptional gift of being able to enter the Dreamscape in a lucid state. Unlike most people who experience dreams as fleeting and disjointed, you can explore and navigate the Dreamscape with full awareness and control. Furthermore, you possess the power to shape the Dreamscape according to your own desires. With your focused intention and skillful manipulation, you can manifest objects, creatures, and landscapes in real-time. Drifters are blessed with a connection to the mysterious realm of dreams that few can even imagine. Your journeys through the Dreamscape serve as a reminder of the limitless potential of the mind and the power we all possess to shape our own realities.

Skill Proficiencies: You are proficient in two of the following skills of your choice: Arcana, Insight, Investigation, or Perception.

Tool Proficiencies: You are proficient in two types of gaming sets of your choice.

Equipment: A set of traveler's clothes, a gaming set of your choice, a small notebook and pen, and a pouch containing 10 gold pieces

FEATURE: DREAMWALKER

You can enter the Dreamscape in a lucid state. While in the Dreamscape, you have control over your actions and can consciously explore and manifest your own desires within it. However, the Dreamscape is not without danger, and nightmares are always on the hunt for new prey. If you lose focus or succumb to your own fears, you can quickly become trapped within the Dreamscape and fall victim to its horrors.

SUGGESTED CHARACTERISTICS

Drifters come from different backgrounds and have various motivations for seeking out the Dream World. They can be scholars, adventurers, or even those seeking escape from the mundane world:

d8 Personality Traits

- 1 I am always inquisitive and seeking new knowledge about the Dreamscape.
- 2 I am often lost in my own thoughts and seem aloof to those around me.
- 3 I use my experiences in the Dreamscape to create art or music.
- 4 I am haunted by nightmares of the Dreamscape and am constantly seeking ways to overcome my fears.
- 5 I am fascinated by the creatures that inhabit the Dreamscape and seek to learn more about them.
- 6 I am fascinated by the power of the Dreamscape and seek to master it.
- 7 I am a storyteller, using my experiences in the Dreamscape to weave tales of adventure and wonder.
- 8 I am a recluse, preferring the Dreamscape to the harsh realities of the waking world.

d8 Ideals

- 1 **Adventurism.** The Dreamscape is a vast and unexplored realm, and I seek to chart new territories and discover new wonders. (Chaotic)
- 2 **Understanding.** I seek to understand the nature of the Dreamscape and the meaning behind the visions and nightmares that it presents. (Good)
- 3 **Freedom.** The Dreamscape is a place where I can be truly free, and I will not let anyone take that away from me. (Chaotic)
- 4 **Control.** The Dreamscape is my domain, and I will use my abilities to bend it to my will. (Evil)
- 5 **Balance.** I believe that the Dreamscape and the waking world are interconnected, and I seek to maintain a balance between them. (Neutral)
- 6 **Justice.** The Dreamscape is not just a place of wonder, but also a place of danger. I seek to protect others from its nightmares and bring justice to those who exploit its power. (Lawful)

d8 Bonds

- 1 I seek to reconnect with a loved one who has passed on, and I believe I can find them in the Dreamscape.
- 2 I have a mentor or guide who taught me how to enter the Dreamscape, and I feel a deep sense of loyalty to them.
- 3 I seek to unravel a mystery that has haunted me since childhood, and I believe the Dreamscape holds the key to its solution.
- 4 I have a rival or nemesis who also possesses the ability to enter the Dreamscape, and I seek to prove my superiority over them.
- 5 I have a home/family to which I cannot return until I am cured of this affliction.
- 6 I must protect others from the dangers of the Dreamscape, and I will not rest until they are safe.

d8 Flaws

- 1 I am prone to becoming lost or trapped in the Dreamscape and have difficulty distinguishing between reality and illusion.
- 2 I am addicted to the thrill of exploring the Dreamscape and often put myself and others in danger to satisfy my cravings.
- 3 I have encountered nightmares in the Dreamscape that have left me with lasting traumas and phobias.
- 4 I have a tendency to become obsessed with the Dreamscape and neglect my responsibilities in the waking world.
- 5 I have made enemies in the Dreamscape who seek revenge against me in the waking world.
- 6 I am afraid to sleep, for fear of becoming trapped within the Dreamscape.

PRIMAL PATH: PATH OF THE NIGHTMARE

Barbarians who take the Path of the Nightmare harness the power of terror to strike fear into the hearts of their enemies. These warriors come from cultures that have long revered nightmares and the fear they can induce, and they have honed their abilities to use these primal emotions to their advantage in battle.

Whether through intense training or natural affinity, these barbarians are capable of weaving nightmares into reality, causing their foes to flee in terror or freeze in place. Some see those who take the Path of the Nightmare as monstrous or even evil, but those who fight alongside them know that their fearsome abilities can turn the tide of even the most desperate battles.

DREADFUL PRESENCE

Starting at 3rd level, your rage strikes fear into the hearts of your enemies, making them more vulnerable to your subsequent attacks.

When you enter into a rage, each creature of your choice within a 10-foot radius of you must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The DC for this saving throw is 8 + your Proficiency Bonus + your Strength modifier. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, when you hit a creature that is frightened, you deal an extra 1d6 psychic damage.

BORN FROM FEAR

At 6th level, you gain the ability to unleash a creature's greatest fears against them.

While raging, you can use your action to attempt to conjure a nightmare of a sentient creature within 30 feet of you that you can see. The creature must make a Wisdom saving throw. The DC for this saving throw is 8 + your proficiency bonus + your Strength modifier. On a failed save, their nightmare appears in an unoccupied space within 10 feet of the creature.

The nightmare uses the creature's Proficiency Bonus to determine its statistics. The nightmare acts on its own will and doesn't follow your commands, however it will pursue its originator until it is vanquished, your rage ends, or the originator dies. At this point, the nightmare will vanish.

After you have successfully conjured a nightmare, you must finish a short or long rest before you can use this feature again. The number of nightmares you can conjure increases when you reach certain levels in this class, increasing to 2 at 10th level, 3 at 15th level, and 4 at 20th level.

DARK PASSAGE

At 10th level, you can slip through the shadows to quickly move between nightmares, teleporting from one target to another with ease.

As a bonus action, you can teleport to a nightmare you conjured as long as it's within 60 feet of you and you can see it.



BARBARIAN IN THE DREAMSCAPE

TERROR EMBRACED

Additionally, at 10th level, you embrace your own fears to empower yourself.

On each of your turns, you gain an additional action while you are frightened. This action can only be used to take the Attack (a single attack), Dash, Disengage, Hide, or Help action.

NIGHTMARE INCARNATE

At 14th level, your savage rage and primal fury allow you to transform into a terrifying embodiment of fear, striking terror into the hearts of your enemies. You gain the following benefits:

- You can now use your Born From Fear feature as a bonus action and can do so at a distance of 60 feet.
- Your Dreadful Presence now ignores immunity to the frightened condition.
- Your Dreadful Presence now deal 2d6 psychic damage to frightened targets.
- If you critically hit a creature that is frightened, it must make a Wisdom saving throw or it becomes paralyzed with fear until the start of your next turn. The DC for this saving throw is 8 + your proficiency bonus + your Strength modifier.

SPELLS



INDUCE NIGHTMARE
SLUMBER
CLUTCHING SHADOWS
MASS PSYCHOSIS

INDUCE NIGHTMARE

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Concentration, up to 1 hour

Classes: Bard, Warlock

You beckon a dark entity from the Dreamscape to haunt a creature you can see within range, who must make Charisma saving throw. On a failed save, their greatest fear is manifested as a nightmare in the nearest unoccupied space from the target.

The nightmare uses the target's Proficiency Bonus to determine its own statistics. The nightmare acts on its own will and doesn't follow your commands; however, it will continue to haunt the target until it is vanquished or when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each two slots level above 3rd.

SLUMBER

3rd-level enchantment (ritual)

Casting Time: 10 minutes

Range: Self (20-foot radius)

Components: V, S, M (a vial of dried eye rheum)

Duration: 8 hours

Classes: Bard, Druid, Warlock

This spell causes up to 10 willing creatures you can see within range to enter a deep slumber. While sleeping in this way, targeted creatures can enter the Dreamscape in a lucid state as a drifter.

CLUTCHING SHADOWS

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V S

Duration: Concentration, up to 1 round

Classes: Warlock

Darkness spreads from a point you choose within range to fill a 60-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can see through this darkness. Non-magical light, as well as light created by spells of 5th-level or lower, can't illuminate the area.

Shadowy hands emerge from within this darkness and grasp at creatures within the area. A creature that enters or starts its turn within this darkness must succeed a Strength saving throw to break free from the hands. A creature is restrained on a failed save, and the spell has no effect on a successful one.

Restrained targets may make another Strength saving throw at the end of each of their turns to break from the hands, ending the restrained condition.

MASS PSYCHOSIS

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V M (psychedelic fungi, snake venom, and a drop of spinal fluid)

Duration: 24 hours

Classes: Bard, Sorcerer, Warlock, Wizard

This spell affects up to twelve creatures of your choice that you can see within range and that can hear and understand you. You attempt to drive these creatures mad by altering their thinking, sense of time, and emotions. This spell has no effect on Undead and Constructs.

Each target must make a Wisdom saving throw. On a failed save, the target is afflicted with long-term madness and is subjected to an effect from the Long-Term Madness Table for the duration of this spell. The Game Master rolls from the Long-Term Madness Table to determine the nature of the madness for each target that is affected by this spell.

If you or any of your companions damage a target affected by this spell, the spell ends for that creature.

At Higher Levels: When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.



CLUTCHING SHADOWS

ITEMS



DREAM TOTEM
DREAMCATCHER AMULET
DREAMSCAPE GUARDIAN
DREAMWEAVER'S STAFF
HEART OF DARKNESS
LULLABY
MIRROR OF MIMICRY
PENDANT OF UNREST
RING OF DRIFTING
SLEEPWALKERS

DREAMCATCHER TALISMAN

Wondrous item, uncommon (requires attunement)

This amulet is made of braided leather and adorned with colorful beads and feathers. At the center of the amulet is a small dreamcatcher made of twine and beads.

Nightmare Ward. While wearing the Dreamcatcher Talisman, you are protected from nightmares while within the Dreamscape. When you go to sleep, the dreamcatcher at the center of the amulet glows with soft light, and nightmares within the Dreamscape will not attempt to haunt you.

Additionally, while attuned to this talisman, you have advantage on Charisma saving throws that attempt to conjure nightmares, such as the induce nightmare spell.



DREAMCATCHER TALISMAN

DREAMSCAPE GUARDIAN

Wondrous item, uncommon (requires attunement)

This doll appears to be a simple, innocuous-looking doll or toy. When carried or kept close to its owner while they sleep, it comes to life within the Dreamscape, revering its owner as its best friend.

Plushie Companion. While you are unconscious, the Dreamscape Guardian will become animated and accompany you on your travels through the Dreamscape.

In combat, the guardian shares your initiative count, but it takes its turn immediately after yours. On your turn, you can verbally command the guardian where to move (no action required by you). It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. If you are incapacitated or absent, the guardian acts on its own, focusing on protecting you and itself.

If the guardian drops to 0 hit points within the Dreamscape, it disappears. However, it returns when you reenter the Dreamscape after 24 hours have passed in the physical world.

DREAMSCAPE GUARDIAN

Tiny construct, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (-3)	3 (-2)	12 (+0)	6 (+2)

Damage Immunities Poisoned, Psychic

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Speaks the language of its owner

Challenge 0 (10 XP)

Animated Plush. The guardian is a magically animated plush toy that comes to life in the Dreamscape. It can move and take actions only while its owner is in the Dreamscape.

Actions

Redicule. The guardian attempts to polymorph a nightmare within 30 feet of it into a harmless and funny parody of its sinister self. The nightmare must succeed a DC 12 Wisdom saving throw or be polymorphed into something ridiculous, as determined by the GM.

DREAMWEAVER'S STAFF

Staff, very rare (requires attunement by a Sorcerer, Warlock, or Wizard)

This beautiful staff is made of twisted roots of various intertwining colors and is adorned with glittering gems of amethyst and moonstone. When held, the user can feel a hum of magical energy emanating from the staff.

While holding this staff, you gain a +2 bonus to saving throws and spell attack rolls.

The staff has 20 charges and regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all its magical properties. On a 20, the staff regains 1d8 + 2 charges.

Dreamweaver. While in the Dreamscape, you gain proficiency with Charisma saving throws (if you don't currently have it) and your Charisma ability score is considered 22 for the purposes of dissolving or forming domains within the Dreamscape.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *fly* (3 charges), *major image* (3 charges), *slow* (3 charges), *slumber* (3 charges), *hallucinatory terrain* (4 charges), *phantasmal killer* (4 charges), *animate objects* (5 charges), *creation* (5 charges), or *dream* (5 charges).



DREAMWEAVER'S STAFF

HEART OF DARKNESS



HEART OF DARKNESS

Wondrous item, legendary (requires attunement by a Sorcerer, Warlock, or Wizard)

This dark and foreboding item appears as a blackened heart-shaped gemstone, about the size of a human fist, that pulsates with sinister energy. When held, the user can feel the power of nightmares flowing through them, empowering their spells and abilities with terror.

The heart has 50 charges and regains 4d6 + 2 expended charges daily at dawn.

Nightmare Aura. As an action, you can create an aura of terror in a 30-foot radius around you for 1 minute. Creatures of your choice within this area that can see you must make a DC 16 Wisdom saving throw or become frightened of you for the duration of the aura. Additionally, any creature that ends its turn within the aura while frightened takes 2d8 psychic damage. You can use this ability once per long rest.

Spells. While holding the heart, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *fear* (3 charges), *clutching shadows* (5 charges), *dream* (5 charges), *hallow* (5 charges), *phantasmal killer* (7th-level version, 7 charges), *induce nightmare* (7th-level version, 7 charges), or *mass psychosis* (7 charges).

Ultimate Evil. While holding the heart, nightmares created when you cast the *induce nightmare* spell calculate their in-game statistics using a +6 proficiency bonus instead of the targeted creature's proficiency bonus.

LULLABY

Wondrous item, very rare (requires attunement by a bard)

This fabled instrument is a silver and magenta plated flute once wielded by a famous drifter who would record their forays among the *Dreamscape*.

While holding this flute, you gain a +1 bonus to saving throws and spell attack rolls.

Somnolent Serenade. You can use an action to cast the *sleep* spell at will. Alternatively, you can choose to delay casting the spell and instead play a gentle melody that lasts for subsequent rounds using your action. For each round spent playing, you can increase the level of the *sleep* spell cast by a level equal to the number of rounds spent playing. If you take damage while playing, you must make a Constitution saving throw with a DC equal to 10 or half the damage you take, whichever is higher. On a failed save, the melody ends and the spell is interrupted and fails. Once you have used this property, you cannot use it again until the next dusk.

Sleep Tight. As an action, you can lull all unconscious creatures within 30 feet of you into an even deeper slumber, making them unable to be woken by noise or by being shaken. If the unconscious creature has 0 hit points, they do not regain consciousness when they regain hit points.

Dream Sculptor. You can use an action to cast the *dream* spell on an unconscious creature within 10 feet of you. Once you have used this property, you cannot use it again until the next dusk.

DREAM TOTEM

Wondrous item, common (requires attunement)

A dream totem is a trinket or bauble of some sentimental value to a creature. While its shape changes depending on the creature, it typically takes the shape of a Tiny object, such as a spinning top, a hallowed dragon chess piece, a loaded die, a gambling chip, or a similar item.

Reality Check. While you're attuned to a dream totem, you can summon it to your hand as a bonus action. As an action, you can examine or use the dream totem to determine whether you are in the *Dreamscape* or not.

SLEEPWALKERS

Wondrous item, rare (requires attunement)

These comfortable boots allow their wearer to project a sliver of their conscious self into the muscles of their unconscious body.

Sleepwalking. While wearing these boots when unconscious, you have a walking speed equal to half of your base walking speed and you are aware of your surroundings. However, all other effects of the unconscious condition remain. You can't take action while sleepwalking.

LULLABY





MIRROR OF MIMICRY

MIRROR OF MIMICRY

Wondrous item, rare (requires attunement)

This mirror is a dark, obsidian-like substance with a cold and eerie aura. The frame is made of blackened iron, twisted into sharp spikes and jagged edges. When the user looks into the mirror, their reflection appears distorted, with the eyes glowing with an ominous red light.

Nightmare Incarnate. While attuned to the Mirror of Mimicry, you can use an action to summon a nightmare version of yourself to fight alongside you. The nightmare uses your Proficiency Bonus to determine its statistics. The nightmare remains for 1 minute and disappears if it drops to 0 hit points, or if it's dismissed using a bonus action.

Curse. During each long rest while attuned to the Mirror of Mimicry a nightmare resembling yourself will haunt you in the Dreamscape.



PENDANT OF DRIFTING

PENDANT OF DRIFTING

Wondrous item, uncommon (requires attunement)

This pendant is made of silver and adorned with a ruby in the shape of an open eye. When worn by a sentient creature, the pendant grants the ability to enter a lucid dream state while they are unconscious.

Once every 24 hours when you fall unconscious, you can enter the Dreamscape in a lucid state.

RING OF UNREST

Ring, uncommon (requires attunement)

This ring is made of a tarnished copper chain with a small ruby gemstone embedded in it. The gemstone is carved with twisting lines and sharp angles that seem to move and shift when the ring is worn.

Creatures within 30 feet of you have disadvantage on saving throws made to end the frightened condition against you.

STATBLOCKS



DREAM EATER CULTISTS

DROWSER

FEARMONGER

HAUNTER

DREAMERS

AGRON RAVENFALL

MAEORA EVERDREAM

RESFAEN ELROS

TRALIC ELYRANDELL

NIGHTMARES

NIGHTMARE TEMPLATE

THE WATCHING HORROR

SIREN OF DARKNESS

NACHTMAHR THE ETERNAL NIGHTMARE

NACHTMAHR'S LAIR

NACHTMAHR'S TACTICS

DREAM EATER CULTISTS

The Dream Eater cult, fervent followers of *Nachtmahr*, rose to prominence as zealous fanatics who viewed the dragon as a deity worthy of unwavering worship. Through persuasive words and deceitful promises, *Nachtmahr* lured the cultists into aiding it in devouring the dreams of innumerable beings, using their physical presence to spread the gospel of *Nachtmahr*'s existence and manipulate the dreams of people throughout the realm.

Now, the Dream Eater cult stands on the brink of unleashing a new era of terror upon the Material Plane, fueled by the dreams of countless innocents and guided by the insidious will of their malevolent god. Only the most valiant and resolute adventurers can hope to foil their nefarious plans and strike a decisive blow against the waking nightmare that threatens to engulf the world.

THE POWER OF FEAR

As *Nachtmahr*'s power in the Dreamscape continues to expand, the Dream Eater cult also becomes stronger. The dragon's influence twists the minds of the cultists, granting them an arsenal of nightmarish abilities and magic that were previously unseen in the arcane world. They learned to harness fear as a weapon and source of power, feeding on the terror of their enemies to increase their own strength.

Determined to uncover the secrets of nightmarish magic, the cultists delved deep into the study of this dark art, unraveling spells and abilities that were beyond the comprehension of most mortals. They discovered how to manipulate the dreams of others, using them to further their twisted agenda. The cultists' power grew each day, fueled by the nightmares of those they hunted.

The Dream Eaters' most elite members pose the greatest threat of all. They have mastered the ability to manifest an individual's nightmares as a physical entity, unleashing their victims' greatest fears upon them. These creatures are as real and deadly as any other creature in the Material Plane, and the Dream Eaters took pleasure in their power.

Over time, the Dream Eaters continued to grow in strength, consuming more and more dreams to fuel their abilities. They use fear as a means to empower themselves, becoming stronger with each terror they inflict upon others.

DARK DEVOTION

The Dream Eaters stand vigilant, guarding and protecting the remembrances of *Nachtmahr*, which are scattered throughout the Material Plane. These eerie statues, towering structures, and disturbing artworks serve as symbols of the cult's unwavering devotion to their dark dragon god.

To defeat *Nachtmahr* and dismantle the Dream Eater cult, it is imperative to destroy all remembrances, as they serve as a conduit between the Dreamscape and the Material Plane. Only by severing this connection can *Nachtmahr* be weakened enough to be vanquished once and for all, and the Dream Eaters play a crucial role in safeguarding and defending these remembrances.

ENCOUNTERS

The encounter tables given in this section of the supplement will be calculated based on the standard five-character party size at level intervals of 5th, 7th, and 9th. These encounters are organized further into difficulty levels ranging from easy to deadly. All monsters used in the encounters can be found within this section of this supplement.

ENCOUNTERS

Lvl. 5	Encounter
Easy	Drowser(2)
Medium	Drowser(2), Fearmonger(1)
Hard	Drowser(2), Fearmonger(1), Haunter(1)

Lvl. 7	Encounter
Easy	Drowser(2), Fearmonger(1)
Medium	Drowser(2), Fearmonger(1), Haunter(1)
Hard	Drowser(2), Fearmonger(2), Haunter(1)

Lvl. 9	Encounter
Easy	Drowser(2), Fearmonger(1), Haunter(1)
Medium	Drowser(2), Fearmonger(2), Haunter(1)
Hard	Drowser(2), Fearmonger(2), Haunter(2)



DREAM EATERS CASTING SLUMBER

DROWSER

Medium humanoid (any race), chaotic evil

Armor Class 13 (Leather Armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	10 (+0)	16 (+3)

Skills Arcana +3, Deception +5, Religion +3
Senses Passive Perception 10
Languages Any two languages
Challenge 2 (450 XP) Proficiency Bonus +2

Spellcasting. The drowser is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The drowser has the following spells prepared:

Cantrips (at will): *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *sleep*

2nd level (2 slots): *calm emotions*, *suggestion*

Action

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

Reaction

Sedating Words (2/Day). When a creature the drowser can see within 60 feet makes an attack roll, ability check, or a damage roll, it can roll a d6 and subtract it from the total.

OPTIONAL EQUIPMENT:

Lullaby.

Wondrous item, very rare (requires attunement by a bard)



DROWSER CULTIST

DROWSER

Drowasers have been bestowed with dark and twisted magical abilities by their patron, Nachtmahr the Eternal Nightmare. Drowasers are often seen wearing dark robes adorned with symbols of their cult, and their eyes glow with an eerie, otherworldly light.

Drowasers are masters of sleep manipulation, capable of inducing a deep slumber in their targets with a mere glance. Those unfortunate enough to fall under their gaze are plunged into a nightmarish realm where their worst fears come to life. The drowser's voice carries an enchanted energy that can slow the actions of those around them, making it difficult for their foes to respond effectively. Their incantations echo with dark power, resonating with the essence of nightmares.

Tactics. Drowasers rely on their spellcasting abilities to incapacitate foes. A drowser begins combat by casting *sleep* to put as many enemies as possible into a deep slumber, leaving them unconscious and vulnerable to attacks or capture. It then uses its dagger to dispatch any remaining foes or to defend itself.

FEARMONGER

Medium humanoid (any race), chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	14 (+2)

Skills Intimidation +4, Religion +3
Senses Passive Perception 10
Languages Any two languages
Challenge 3 (700 XP) Proficiency Bonus +2

Reckless Attack. The fearmonger can make a melee attack with advantage on the first turn of an attack but attack rolls against it have advantage until its next turn.

Relentless Rage. If the fearmonger drops to 0 hit points while raging and doesn't die outright, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hit point instead. Each time it uses this feature after the first, the DC increases by 5. When it finishes a short or long rest, the DC resets to 10.

Action

Multiattack. The fearmonger makes two melee attacks with its greataxe.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 5) slashing damage, plus 3 (1d6) psychic damage if the target is frightened.

Bonus Actions

Dread Rage (3/Day). As a bonus action, the fearmonger can enter a rage for 1 minute, granting it resistance to bludgeoning, piercing, and slashing damage. As well as advantage on Strength checks and saving throws, and a +2 bonus to melee weapon damage (included in the attack). When it enters this rage, each creature of its choice within a 10-foot radius of it must succeed a DC 13 Wisdom saving throw or become frightened of the fearmonger for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OPTIONAL EQUIPMENT:

Ring of Unrest
Ring, uncommon (requires attunement)



FEARMONGER ORC CULTIST

FEARMONGER

The Fearmongers are barbarians warped by the dark powers of Nachtmahr the Eternal Nightmare. Their humanoid features are now distorted and monstrous, reflecting the horrors of the nightmares they harness. Their eyes glow with an otherworldly, malevolent light, and their skin is covered in jagged, nightmarish runes that writhe and pulse with dark energy. The Fearmongers' very presence is unsettling, emanating an aura of palpable fear that sends shivers down the spines of those who dare to face it.

As members of the Dream Eater cult, the Fearmongers wield formidable magical abilities. It draws upon the fears of its enemies, feeding on their terror to fuel its powers. Its attacks are fueled by the nightmares it has absorbed, inflicting not only physical damage but also psychological trauma that lingers long after the battle is over. The Fearmonger's use of dark magic is matched only by its barbaric ferocity, as it unleashes its unholy rage upon those who dare to stand in its way.

The Fearmonger is a fearsome enforcer of the Dream Eater cult, sworn to spread terror and chaos in the name of Nachtmahr. It revels in instilling fear and despair, delighting in the suffering of others. Its loyalty to the cult is unwavering, and it will stop at nothing to further its master's agenda. They are living embodiments of terror that strike fear into the hearts of all who oppose them.

HAUNTER

Medium humanoid (any), Chaotic evil

Armor Class 12 (15 with Mage Armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR 10 (+0) DEX 15 (+2) CON 12 (+1) INT 12 (+1) WIS 12 (+1) CHA 19 (+4)

Saving Throws WIS +4, CHA +7
Skills Arcana +4, Deception +7, Religion +4
Senses Passive Perception 11
Languages Any two languages
Challenge 5 (1,800 XP) Proficiency Bonus +3

Haunt (1/Day). The haunter can cast *induce nightmare* once without expending a spell slot.

Spellcasting. The warlock is a 12th-level warlock. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

At will: *eldritch blast*, *friends*, *mage armor*, *message*, *minor illusion*, *prestidigitation*, *resistance*, *vicious mockery*

5th level (3 slots): *banishment*, *blink*, *calm emotions*, *charm person*, *clutching shadows*, *darkness*, *dominate beast*, *dominate person*, *fear*, *fly*, *greater invisibility*, *hold monster*, *induce nightmare*, *misty step*, *remove curse*, *secret chest*, *seeming*, *sleep*, *slumber*

Terrorizing Blast. When the haunter casts *eldritch blast* it deals extra psychic damage equal to its Charisma modifier on a hit.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 2) slashing damage.

One With Shadows. When the haunter is in an area of dim light or darkness, it can use its action to become invisible until it moves or takes an action or a reaction.



HAUNTER AND NIGHTMARE

HAUNTER

The Haunter is a fearsome being transformed by the dark and twisted machinations of the Dream Eater cult. These cultists have delved deep into the forbidden arts, harnessing the malevolent power of *Nachtmahr*, the Eternal Nightmare, to unleash terror upon their foes. Clad in dark robes adorned with sinister symbols and emanating an aura of otherworldly dread, haunters are a force to be reckoned with.

At first glance, haunters appear as ordinary cultists, but their true power lies in their ability to bring nightmares to life. With mere thought, they can manipulate the fabric of reality, causing their victims' deepest fears to materialize. From monstrous beasts to eerie apparitions, these manifestations are as real as they are horrifying. Haunters revel in the psychological torment they inflict, feeding off the fear and anguish of their prey like vultures to a carcass.

Beware, for haunters are not to be underestimated. They wield potent magics that can unravel the fabric of sanity, leaving their adversaries trapped in a realm of perpetual nightmares. Those who cross paths with a Haunter often find themselves paralyzed with fear, their minds assaulted by horrific illusions. Facing a Haunter is to confront the darkest recesses of the mind made manifest, and only the most stalwart adventurers can hope to stand against these nightmarish creatures and emerge unscathed.

DREAMERS

The Dreamscape draws the attention of both the virtuous and the malicious, offering unique opportunities and dangers to those who dare to venture into its mysterious depths. For some, the Dreamscape is a realm of profound spiritual experiences, a place where the ethereal and tangible collide. It is a realm where the purest of hearts can find solace, guidance, and enlightenment, as dreams take on vivid forms and offer glimpses into hidden truths.

Within the Dreamscape, virtuous individuals may find themselves embarking on quests to overcome their fears, confront unresolved emotions, or seek answers to deep-seated questions. The Dreamscape may become a realm of self-discovery, where inner strength and resilience are tested and personal growth is fostered.

However, the Dreamscape also beckons those with darker intentions. For the malicious, it is a realm of unchecked power, where dreams can be twisted into dark nightmares and fears can be amplified to inflict pain and suffering upon others. Malevolent entities may lurk in the shadows, seeking to harness the raw emotions and energy of the Dreamscape for their nefarious purposes.

The Dreamscape, with its vast potential for both enlightenment and corruption, draws a diverse array of individuals seeking to explore its mysteries. Some are driven by noble intentions, seeking to harness its power for the greater good, while others are lured by darker desires, seeking to exploit its potential for their own gain.

NOTE TO GAME MASTERS:

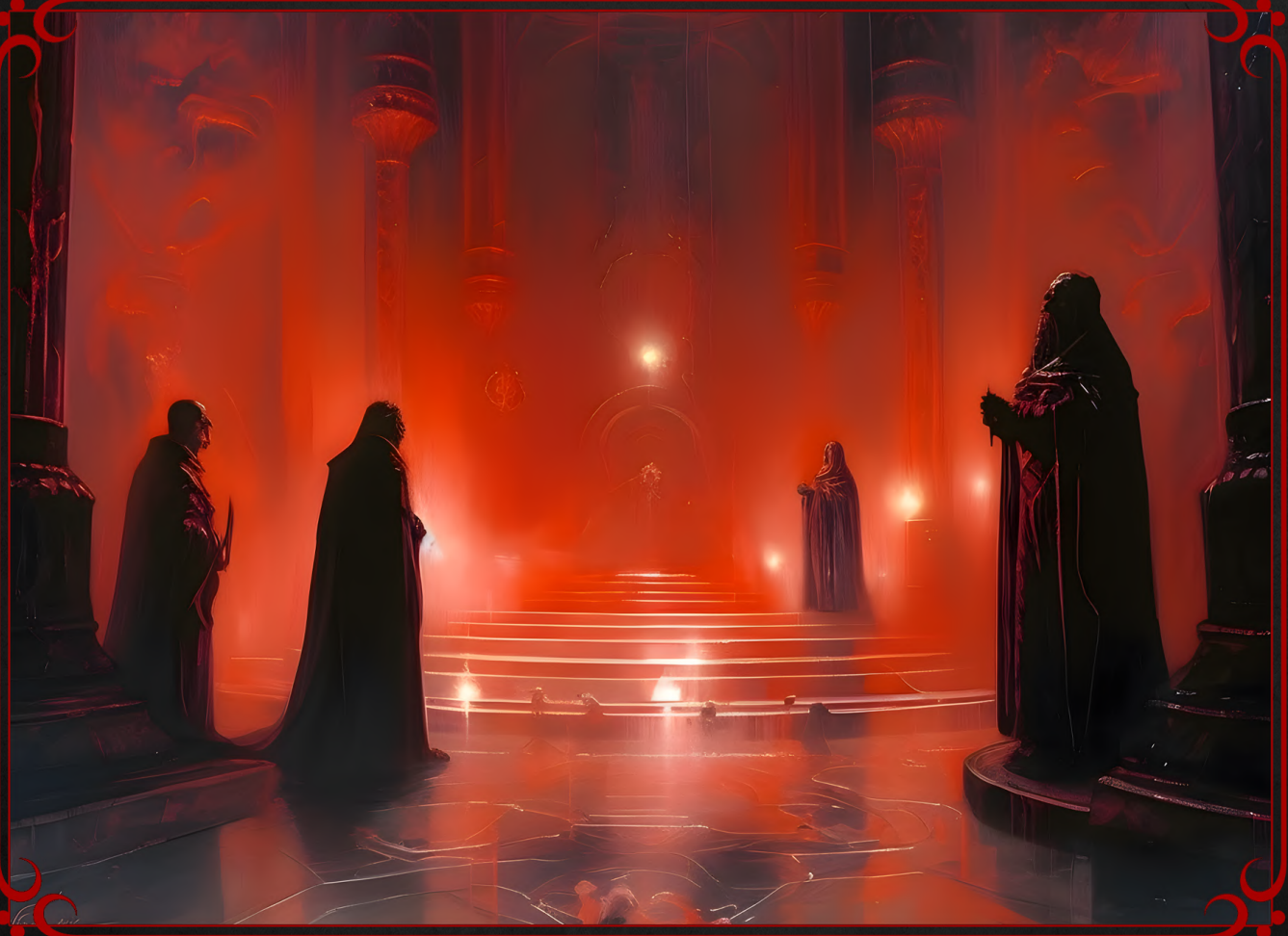
To enter the Dreamscape, an individual must be unconscious and dreaming. Those found within it can be categorized into three general groups:

Wanderers. This is the largest group. Wanderers are people who are dreaming but cannot consciously control their thoughts or actions. They wander aimlessly throughout the Dreamscape and act purely on emotion. Wanderers rarely remember their dreams and can't recall what events took place within the Dreamscape. Wanderers are most often commoners.

Drifters. On rare occasions, some individuals will gain lucidity within the Dreamscape. This allows them to travel through the Dreamscape consciously and recall events that happen there. A drifter can remember the events that happen within the Dreamscape.

Dreamweavers. The rarest are the dreamweavers. These individuals have mastered the ability to project their will into the Dreamworld and mold it into their most intense emotions. Dreamweavers are often powerful beings in the physical world and nearly godlike within the Dreamscape. Dreamweavers are often powerful beings with significant willpower and usually possess a spiritual connection to the Dreamscape.

WANDERERS WITHIN THE DREAMSCAPE



AGRON RAVEFALL

Medium humanoid (human), lawful evil

Armor Class 13 (Leather Armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	15 (+2)	16 (+3)	15 (+2)

Saving Throws DEX +4, INT +4
Skills Deception +4, Insight +5, Investigation +4, Perception +5
Senses Passive Perception 20
Languages Common, Thieves' Cant
Challenge 2 (450 XP) **Proficiency Bonus** +2

Evasion. If Agron is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Eye for Detail. Agron has advantage on Wisdom (Perception) and Intelligence (Investigation) checks.

Sneak Attack (1/Turn). Agron can deal an extra 2d6 damage to one creature he hits with a weapon attack if he has advantage on the attack roll, or if the target is within 5 feet of an ally of Agron that isn't incapacitated, and Agron doesn't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Cunning Action. Agron takes the Dash, Disengage, or Hide action.

Unerring Eye (3/Day). Agron senses the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet, provided he isn't blind or deafened.

Reactions

Uncanny Dodge. When an attacker Agron can see hits him with an attack, he can halve the attack's damage against him.

OPTIONAL EQUIPMENT:

Sleepwalkers
Wondrous item, rare (requires attunement)

MAEORA EVERDREAM

Small humanoid (halfling), lawful good

Armor Class 12 (16 with Barkskin)
Hit Points 90 (20d6 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	20 (+5)	18 (+4)

Saving Throws INT +5, WIS +10
Skills Insight +10, Religion +5, Sleight of Hand +8, Stealth +8
Senses Passive Perception 15
Languages Common, Halfling
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Brave. Maeora has advantage on saving throws against being frightened.

Domain Revival. If Maeora dies, she will re-emerge in her domain, Serenity Sea, after seven days. For Maeora to be permanently defeated, her domain must be unwoven from the Dreamscape. This involves dissolving her domain. Only then will she fade from the Dreamscape completely after dropping to 0 hit points.

Spellcasting. Maeora is a 20th-level druid. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level (3 slots): *barkskin, beast sense, darkvision, misty step, pass without trace, spider climb*

3rd level (3 slots): *call lightning, daylight, dispel magic, haste, plant growth, water breathing*

4th level (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level (3 slots): *commune with nature, divination, insect plague, mass cure wounds, tree stride*

6th level (2 slots): *heal, sunbeam*

7th level (2 slot): *fire storm, reverse gravity*

8th level (1 slot): *antipathy/sympathy*

9th level (1 slot): *foresight*

Wild Shape (2/Day). Maeora can use a bonus action to assume the shape of a CR 6 or less beast for 3 hours. She can cast spells while in beast form.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

RESFAEN ELROS

Small humanoid (wood elf), chaotic good

Armor Class 14 (Leather Armor)
Hit Points 22 (5d8)
Speed 30 ft.

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

Saving Throws STR +2, DEX +5
Skills Perception +4, Stealth +5, Survival +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Elvish
Challenge 1 (200 XP) **Proficiency Bonus** +2

Favored Enemy. Resfaen has advantage on Wisdom (Survival) checks to track beasts and giants.

Fey Ancestry. Resfaen has advantage on saving throws against being charmed, and magic can't put her to sleep.

Natural Explorer. Resfaen's favored terrain is forests. She has advantage on initiative rolls while in forests, and she can't be slowed by difficult terrain in it.

Spellcasting. Resfaen is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Resfaen has the following ranger spells prepared:

1st-level (3 slots): *cure wounds*, *hunter's mark*, *longstrider*

Actions

Multiattack. Resfaen makes two attacks with her longbow or two attacks with her shortsword.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

OPTIONAL EQUIPMENT:

Dreamscape Guardian

Wondrous item, uncommon (requires attunement)

TRALIC ELYRANDELL

Medium humanoid (half-elf), Lawful Good

Armor Class 11
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Saving Throws STR +6, CON +4
Skills Athletics +6, Survival +2
Senses Passive Perception 10
Languages Common, Elvish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Action Surge (1/Day). Tralic can take an additional action.

Indomitable (1/Day). Tralic can reroll a saving throw that he fails.

Improved Critical. Tralic scores a critical hit on attack rolls of 19 or 20.

Remarkable Athlete. Tralic can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Actions

Multiattack. Tralic makes two melee or ranged attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage.

Bonus Action

Second Wind (1/Day). Brun regains 16 (1d10 + 12) hit points.

OPTIONAL EQUIPMENT:

Dreamcatcher Talisman

Wondrous item, common (requires attunement)

NIGHTMARES

Born from the darkest recesses of the subconscious mind, nightmares are beings of pure malevolence that draw their power from the fears and anxieties of those who conjure them. They are shaped by the deep-seated terrors that lurk within one's mind.

Nightmares take on forms that are twisted reflections of their originators' fears. They exploit the vulnerabilities of their victims by appearing as monstrous beasts with jagged claws and gnashing fangs or as eerie specters with glowing eyes that seem to pierce through the darkness with an otherworldly intensity. In some cases, nightmares may even assume humanoid shapes, resembling distorted versions of loved ones or past adversaries, leaving their victims with a haunting sense of unease and dread.

Within the Dreamscape, nightmares are relentless in their pursuit of their originators. They torment their victims with taunting whispers that echo in their minds, eerie laughter that echoes through the air, and unsettling gestures that seem to defy the laws of reality. They revel in the fear and anguish of their prey, drawing strength from every flicker of terror that crosses their victim's face.

HAUNTING ORIGINS

Nightmares are beings that exist within the Dreamscape, born from the fears and anxieties of those who create them. When individuals experience intense fear or anxiety in their waking lives, the energy of these negative emotions is drawn into the Dreamscape, a realm closely connected to the subconscious mind. Within the Dreamscape, this energy coalesces into shadowy creatures known as nightmares.

These nightmares take on various forms that are deeply personal and specific to each individual, shaped by the negative energy of their originators. They are born from the darkest corners of the subconscious, fueled by the raw emotions and memories of their creators. Once created, nightmares are drawn to their originators, haunting them within the Dreamscape.

NIGHT TERRORS

When a nightmare successfully terrorizes and kills its originator within the Dreamscape, the nightmare vanishes, dissipating into the ether. This is because the nightmare's existence is intrinsically tied to the fears and anxieties of its creator. Once its purpose is fulfilled and its originator is no longer alive to provide the energy that sustains it, the nightmare ceases to exist. The nightmare's demise is often accompanied by a palpable release of the negative energy that had been fueling it, leaving behind an eerie calm in the Dreamscape.

In some cases, however, a particularly potent and powerful nightmare may linger even after its originator's death, feeding on the residual emotions and memories left behind. These lingering nightmares, known as terrors, may take on an even more twisted and distorted form as they are no longer shaped by the fears and anxieties of a living individual. They become wild and unpredictable, seeking out new sources of fear and anxiety within the Dreamscape to sustain their existence.

VANQUISHING EVIL

Nightmares, being manifestations of negative energy within the Dreamscape, are not living creatures in the traditional sense and cannot be killed. However, when an originator manages to weaken their nightmare, they may attempt to vanquish it by forcing their willpower onto it. This requires the originator to summon their inner strength and overcome their fear, confronting the nightmare head-on with unwavering resolve. It is a battle of wills, with the originator using their own inner strength to diminish the nightmare's power and ultimately destroy it.

This process of confronting and vanquishing nightmares can be a deeply cathartic and empowering experience for the originator. The destruction of a nightmare often creates a sense of closure and liberation for the originator. However, it is not an easy feat, as nightmares are formidable foes that can be relentless in their attempts to prey upon the fears and weaknesses of their originators. Only those with great inner strength and determination can hope to overcome them and vanquish them from the Dreamscape.

NIGHTMARE AMBIENCE

Nightmare by [Michael Ghelfi](#)

[YouTube Link](#)



NIGHTMARE

NIGHTMARE TEMPLATE

Any size *nightmare*, neutral evil

Armor Class 12 + PB (Natural Armor)

Hit Points the nightmare has a number of Hit Dice [d8s] equal to its originator's PB)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	16 (+3)

Damage Immunities Acid, Cold, Fire, Lightning, Necrotic, Poison, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands all languages of its originator but can't speak

Challenge – Proficiency Bonus + Originator's PB

Incorporeal Movement. The nightmare 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.

Intangible. The nightmare is a purely ethereal entity, composed entirely of shadowy energy. It cannot manipulate objects or exert physical force on the physical world. Despite this, the creature possesses a tangible presence that can feel like a physical assault on corporeal beings.

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

Nightmare Sight. Magical darkness doesn't impede the nightmare's darkvision.

Unyielding Terror. Upon dropping to 0 hit points, the originator must succeed a Charisma saving throw (DC 8 + 3 + PB) or the nightmare regains all missing hit points instead.

Actions

Tormenting Touch. *Melee Weapon Attack:* 3 + PB to hit, reach 5 ft., one target. Hit: 1d8 + 3 psychic damage and the target must succeed a Wisdom saving throw (DC 8 + 3 + PB) or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. This ignores immunity to the frightened condition when targeting its originator.



NIGHTMARE

NIGHTMARES

The nightmare's physical form is shadow-like, often appearing as a smoky, semi-formless figure that seems to materialize and dissolve in the blink of an eye. They can pass through solid objects, effortlessly moving through walls, floors, and other barriers, making them elusive and difficult to contain. They are relentless in their pursuit of their originators, haunting them with unrelenting determination, appearing when least expected, and instilling a sense of constant dread. Their ethereal nature and ability to pass through physical obstacles make them nearly impossible to escape from, leaving their victims in a state of perpetual fear and anxiety.

What makes nightmares truly terrifying is their near-invincibility. They cannot be killed directly, as they are manifestations of their originators' fears and anxieties. Instead, they must be weakened by confronting and overcoming those fears, and then vanquished by the very same originator who brought them into existence. This adds a psychological element to the battle against nightmares, as the originator must confront their own inner demons to defeat the nightmare that plagues them. The process of facing one's fears and weaknesses can be emotionally and mentally draining, making the battle against nightmares not only physically challenging but also psychologically harrowing. Defeating a nightmare requires immense courage, resilience, and self-reflection, making it a monumental and deeply personal struggle for those who dare to confront these terrifying manifestations of their own fears.



THE WATCHING HORROR

The Watching Horror is a truly malevolent presence, a nightmare that lingers in the fabric of the Dreamscape even after its originator has passed away. It is a terror that haunts domains filled with negative emotions of paranoia, where anxiety runs rampant. It has taken on a form that strikes fear into the hearts of all who behold it. The Watching Horror appears as a mass of shadow shrouded in darkness and exudes an aura of palpable dread. Its body is adorned with dozens of glaring red eyes that constantly shift and blink in and out of existence, giving it an otherworldly and unnerving appearance.

The giant main eye of the Watching Horror is its most fearsome feature. When it gazes upon its prey, it instills an overwhelming sense of terror and dread that can frighten even the bravest souls. In addition to its main eye, the Watching Horror also possesses numerous other eyes that are scattered across its formless body. These other eyes are capable of unleashing various debilitating effects on their victims. From inducing madness and paralyzing fear to inflicting psychic torment, the Watching Horror's other eyes exude immense power, amplifying the terror it inflicts upon those who are unfortunate enough to cross its path.

THE WATCHING HORROR TACTICS

As a formidable nightmare with a diverse range of abilities, Nachtmahr excels at mobility and terrorizes its opponents in combat. Here are some tactical approaches that Nachtmahr might employ:

Night Terror. The Watching Horror will reserve its Legendary Resistances for instances in which it fails its saving throw for the Unyielding Terror trait.

Dreadful Gaze. The Watching Horror will position itself and move to keep the greatest distance possible from its enemies while keeping as many targets as possible within the area of its Dreadful Gaze.

THE WATCHING HORROR AMBIENCE

Losing Sanity by [Michael Ghelfi](#)

[YouTube Link](#)

THE WATCHING HORROR

Huge *nightmare* (terror), neutral evil

Armor Class 17 (Natural Armor)

Hit Points 22 (5d8)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	3 (-4)	15 (+2)	18 (+3)

Saving Throws WIS +7, CHA +8

Skills Perception +12

Damage Immunities Acid, Cold, Fire, Lightning, Necrotic, Poison, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

Senses Darkvision 120 ft., Passive Perception 22

Languages –

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Dreadful Gaze. The nightmare's central eye creates an area of fear in a 120-foot-cone. At the start of each of its turns, the nightmare decides which way the cone faces and whether the cone is active. A creature that enters or starts its turn in this area must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This ability ignores immunity to the frightened condition.

Incorporeal Movement. The nightmare 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.

Intangible. The nightmare is a purely ethereal entity, composed entirely of shadowy energy. It cannot manipulate objects or exert physical force on the physical world. Despite this, the creature possesses a tangible presence that can feel like a physical assault on corporeal beings.

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

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

Nightmare Sight. Magical darkness doesn't impede the nightmare's darkvision.

Unyielding Terror. Upon dropping to 0 hit points, the nightmare must succeed a Charisma saving throw with a DC equal to 5 + the highest Charisma score a creature within 60 feet possesses (minimum 10), or be vanquished. On a successful saving throw, the nightmare regains all missing hit points.

Actions

Watching Eyes. The nightmare uses three of the following eyes at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

- **Slowing Eye.** The targeted creature must succeed on a DC 16 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 itself on a success.
- **Enfeebling Eye.** The targeted creature must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion.
- **Paralyzing Eye.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be paralyzed with fear for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Maddening Eye.** The targeted creature must succeed on a DC 16 Wisdom saving throw or roll on the Short-Term madness table. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Enraging Eye.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the nightmare. While charmed The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Tormenting Eye.** If the target is a creature, it must make a DC 16 Wisdom saving throw taking 45 (10d8) psychic damage of a failed save, or half as much on a success.

Legendary Actions

The nightmare can take 3 legendary actions, using the Eyes option below. It can take only one legendary action at a time and only at the end of another creature's turn. The nightmare regains spent legendary actions at the start of its turn.

Eyes. The nightmare targets a creature within range with a random eye from its Watching Eyes.

NACHTMAHR THE ETERNAL NIGHTMARE

BOSS ENCOUNTER

The difficulty of this boss encounter will be calculated based on the standard five-character party size at level intervals of 9, 11, and 13. These encounters are organized further into difficulty levels ranging from easy to deadly. All monsters used in the encounters can be found in this section of the supplement.

ENCOUNTER

Lvl. 9	Encounter
Deadly	Nachtmahr(1)
Lvl. 11	Encounter
Hard	Nachtmahr(1)
Lvl. 13	Encounter
Medium	Nachtmahr(1)

DEFEATING NACHTMAHR

If defeated, Nachtmahr will simply re-emerge in its domain, Shadow's Reach, after seven days. To permanently destroy Nachtmahr, several steps must be taken. First, Nachtmahr's influence on the Material Plane must be destroyed. The Dream Eater cult must be eliminated, and the remembrances of Nachtmahr must be destroyed. Next, Nachtmahr's domain must be unwoven from the Dreamscape. Nachtmahr must be vanquished and its domain dissolved within the Dreamscape. Only then will the memory of Nachtmahr fade away, and the eternal nightmare will finally come to an end.

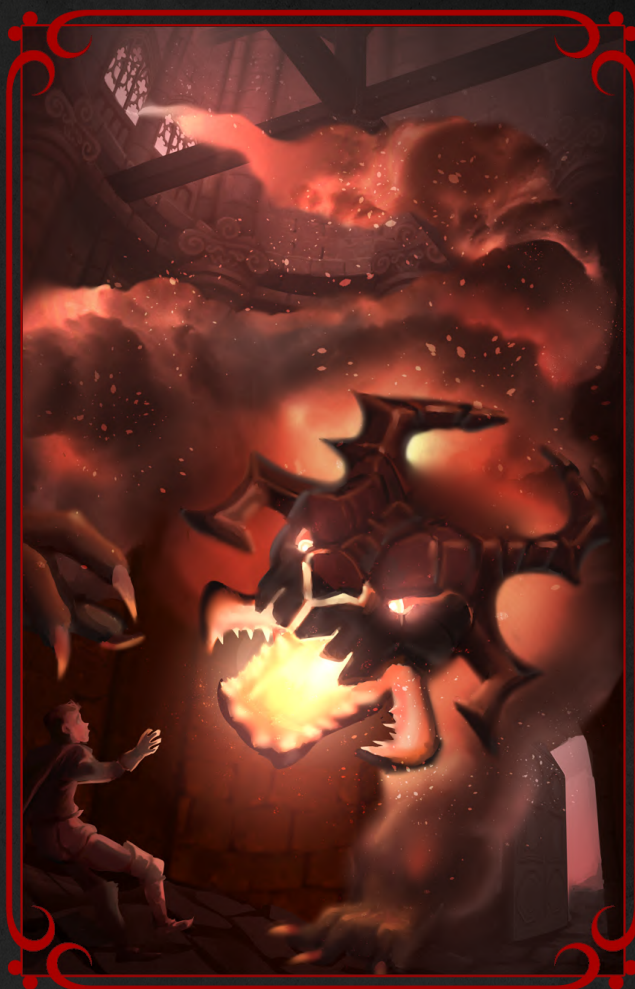
NACHTMAHR'S LAIR

Nachtmahr encountered in its lair, the Tower of Torment, has a challenge rating of 18 (20,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Nachtmahr takes a lair action to cause one of the following effects; Nachtmahr can't use the same effect two rounds in a row:

- **Domain Distortion.** Nachtmahr manipulates the fabric of reality within its lair, causing the environment to shift and twist unpredictably. Nachtmahr can alter the terrain, and create illusory walls or barriers, making it difficult for intruders to navigate or find cover.
- **Magical Darkness.** Magical darkness spreads from a point Nachtmahr can see within 150 feet. The darkness has a 30-foot radius and spreads around corners. A creature with darkvision can't see through this darkness. Non-magical light as well as light created by spells of 5th-level or lower can't illuminate the area.
- **Clutching Shadows.** Shadowy hands erupt from the environment and grasp at up to 6 targets Nachtmahr can see within 60 feet. Each target must succeed on a DC 16 Strength saving throw to break free from the hands or they are restrained.



NACHTMAHR

NACHTMAHR TACTICS

As a formidable nightmare with a diverse range of abilities, Nachtmahr excels at mobility and terrorizes its opponents in combat. Here are some tactical approaches that Nachtmahr might employ:

Eternal Nightmare. Nachtmahr should reserve its Legendary Resistances for instances in which it fails its saving throw for the Unyielding Terror trait.

Paralyzing Fear. Nachtmahr can employ its Frightful Presence and Bite attack to instill fear in susceptible targets, causing them to become frightened. This can disrupt their combat effectiveness and create opportunities for Nachtmahr to capitalize on. Additionally, Nachtmahr's Tormenting Breath can be used to maximum effect, giving frightened enemies the paralyzed condition.

Hit-and-Run Attacks. With its impressive flying speed of 80 ft., Nachtmahr can swoop in for quick and devastating attacks before swiftly retreating to avoid retaliation.

Induce Nightmares. Nachtmahr's Legendary Action allows it to create nightmares. This can be used tactically to disrupt key enemies, reducing their combat effectiveness or causing them to make poor decisions in battle.

Shadow Movement. Nachtmahr's Incorporeal Movement trait and Shadow Walk ability allow it to move through other creatures and objects, granting it unparalleled mobility during combat. It can use this advantage to reposition itself strategically and ambush the weakest foes.

NACHTMAHR THE ETERNAL NIGHTMARE

Huge *nightmare* (terror), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 46 (7d8 + 14)

Speed fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	26 (+8)

Saving Throws DEX +9, CON +8, WIS +7, CHA +14

Skills Perception +7, Stealth +9

Damage Immunities Acid, Cold, Fire, Lightning, Necrotic, Poison, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic

Challenge 17 (18,000 XP) Proficiency Bonus +6

Incorporeal Movement. Nachtmahr 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.

Intangible. Nachtmahr is a purely ethereal entity, composed entirely of shadowy energy. It cannot manipulate objects or exert physical force on the physical world. Despite this, the creature possesses a tangible presence that can feel like a physical assault on corporeal beings.

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

Magic Resistance. Nachtmahr has advantage on saving throws against spells and other magical effects.

Nightmare Sight. Magical darkness doesn't impede Nachtmahr's darkvision.

Unyielding Terror. Upon dropping to 0 hit points, Nachtmahr must succeed a Charisma saving throw with a DC equal to 5 + the highest Charisma score a creature within 60 feet possesses (minimum 10), or be vanquished. On a successful saving throw, Nachtmahr regains all missing hit points.

Actions

Multiattack. Nachtmahr can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 8) psychic damage, plus an additional 11 (2d10) psychic damage if the target is frightened.

Claws. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 17 (2d6 + 8) psychic damage, plus an additional 3 (1d6) psychic damage if the target is frightened.

Frightful Presence. Each creature of Nachtmahr's choice that is within 120 feet of it and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This ability ignores immunity to the frightened condition.

Tormenting Breath (Recharge 5-6). Nachtmahr exhales flames of shadow in a 60-foot cone. Each creature within the area must succeed on a DC 21 Wisdom saving throw, taking 36 (8d8) psychic damage on a failed save or half as much on a successful one. Additionally, a target that fails the saving throw and is frightened becomes paralyzed with fear. The target remains paralyzed until it loses the frightened condition. This ability ignores immunity to the frightened condition.

Legendary Actions

Nachtmahr 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. Nachtmahr regains spent legendary actions at the start of its turn.

Bite (2 Actions). Nachtmahr makes a bite attack.

Detect. Nachtmahr makes a Wisdom (Perception) check.

Induce Nightmare (2 Actions). A creature within 60 feet of Nachtmahr must succeed a DC 21 Charisma saving throw or their greatest fear is manifested as a nightmare in the nearest unoccupied space.

Shadow Walk. Nachtmahr teleports to an unoccupied space within 60 feet of it.

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Sincerely, Carson H.

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