

CODEX OF THE INFINITE PLANES

VOLUME X: PLANE OF DREAMS

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME X:

PLANE OF DREAMS

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VOLUME X: PLANE OF DREAMS

“Most creatures dream, some more intensely than others, but few realize the true reach that their dreams can achieve. There is a unique echo of the Material Plane we call the Plane of Dreams, also known as the Dreamland, where sleepers touch upon in their deepest slumbers. It is a place that can be visited by those with the means and knowledge, however, and it’s so much more than just the imaginings of the sleeping. Nightmares, beauties, wonders, and more all wait in the Dreamland, in a place where prophecy and divination can take real and terrifying form.”

Lillandri the Moon Mage

What happens when people dream? Most people assume their dreams are simply the product of their imaginings, and this is partially true. But they can also tap into a much broader realm, where sense is expanded and the world is similar but not quite the same. This is the Plane of Dreams, also known as the Dreamland, and it sits like a mirror over the Material Plane – and beyond.

Most dreams exist in tiny fragments of the Plane of Dreams known as dreamscapes. These are small bubbles that form around the dreamer specifically, and from the Dreamland they appear as hazy incomplete shadows and forms for those that know where to look. Interacting with a dreamscape is a dangerous prospect, but some gods and powerful entities do it to send messages and warnings to their followers. Nightmarish creatures can sometimes do it as well, producing sweat-soaking terrors capable of sending the most hardened warrior into shrieking fits.

But the Plane of Dreams can be visited, through portals and gates similar to the Plane of Shadows and the Plane of Faerie. The Dreamland shares fewer traits with the Material Plane than the other echo planes, perhaps owing to the malleable nature of dreams themselves, but sometimes dream crossings can appear when the landscapes line up close enough. Everything is heightened in the Plane of Dreams – shadows loom larger, light shines brighter, sounds echo further, and emotions are felt stronger. Incidents and events in the Dreamland can trigger powerful emotional responses in visitors.

Powerful entities have crawled, slithered, or awoken within the Dreamland as well, so travelers should be wary of them as well as the natural elements of the plane. In places where the Plane of Dreams touch the Plane of Shadow, Nightmare Lands are created, and though no one being presides over them the sinister and enigmatic figure known as the Nightmare Man always seems to be present in them. Creatures that generate and feed on fear are known to dwell in Nightmare Lands as well.

One curious aspect of the Plane of Dreams is the moon that appears at night. It is large and singular, regardless of the number of moons on the corresponding Material Plane, and can actually be visited through magical or flying transportation. The Moonscape is a strange land where moon-beasts howl in service to their dark god, who is said to dwell in the center of the Dreamland moon.

Incursions from the Far Realm are an altogether too common occurrence in the Plane of Dreams, where the crawling unfathomable entities of that outer place have found the terrain more suited to their forms. The Dweller in Darkness is the greatest and most feared among the things that have slithered out of the Far Realm to take residence in the Dreamland, and on the Plateau of Leng horrendous spiders and goat-like folk worship the foul god-like being with abhorrent savagery and sacrifice.

Not all of the Plane of Dreams is dismay and evil, however. The port city of Dylath-Leen sits as a beacon of trade for travelers of all kind across the multiverse, though its docks are dry as the adjoining Sea of Mists hold silvery fog for as far as the eye can see. The dream cats of the city of Ulthar are known to befriend lost wanderers from time to time, assuming one doesn’t offend or attack one of their own, and a host of other strange beings – some hostile, most not – populate the forests, mountains, and valleys of the Dreamland.

LAY OF THE LAND

As an echo plane, the Plane of Dreams shares some physical characteristics with the Material Plane, similar to the Plane of Shadows and Faerie. However, perhaps due to the evolving nature and power of the plane itself, it differs in many more ways than the other echo realms. Mountains on the Material Plane may be a desolate desert of white sand dunes in the Dreamland, and water especially doesn’t translate well across the thin planar barrier.

Nonetheless, common geographic features can be found across the bulk of the Plane of Dreams. Most of them have some exaggerated feature – a unique color, a strange and unseasonable weather pattern, or unusual size. These regions do not correspond to natural laws, and owing to the malleable nature of the plane itself any region is subject to sudden change, usually minor but enough to make a difference. Maps are near useless in the Dreamland.

During the overlong night of the Plane of Dreams, one of the most startling features of the realm can be seen hovering in the starless sky. There, the moon of the Dreamland hangs huge, gray, and craggy, appearing so large because it is unusually close to the surface. Flying creatures and others with such capabilities can actually travel to the Moonscape, as it is known, and the moon-beasts that live there are vile, evil-minded creatures that worship loathsome gods from the Far Realm. It wasn’t always that way, and there are still ruins of past civilizations above and below the Moonscape.

The Moonscape is a sphere in the sky of the Dreamland, marking it different from the base plane itself which is theoretically infinite. The thin air is breathable on the moon, where the surface rocks range in color from pale gray to pitch black. Looking up from the moon presents the viewer with an impenetrable black starless wall, obscuring the land and sun of the plane. Some natural brightness in the rocky terrain illuminates half of the Moonscape, but on the other side darkness and shadows prevail. Even moon-beasts rarely travel to the Dark Side, where it is said the Dweller in Darkness lurks, a harbinger of the alien gods

from the Far Realm.

Beneath the terrestrial Dreamland is an echo of the Material Plane's Underdark known as the Underworld. The twisting caverns are filled with all sorts of terrible, horrendous, and hungry creatures, but none are so voracious or as plentiful as the ghour. These savage humanoid creatures have pale hairless skin, a canine-like jaw, and a hunger for flesh. They have been compared to ghouls but the ghours are not undead. They once built large cities and communities in the Underworld but they have recessed to a savage state.

The Plane of Dreams is home to a number of small settlements of humans mainly, but they all pale in comparison to the port city of Dylath-Leen. It is a metropolis built on the ruins of at least three other metropolises, creating a maze of collapsed tunnels, ruined buildings, and abandoned streets, but the harbor district remains lively. No water laps at the docks of Dylath-Leen, as it sits on the Sea of Mists where thick fog takes the place of water. Specially enchanted ships sail the misty sea, and those that fall overboard plunge into an endless abyss of misty doom from which there is said to be no return.

CYCLE OF TIME

Day and night passes in the Plane of Dream in a rough 24-hour cycle, but the days last only about a quarter of that time. Night in the Dreamland is rarely pure black, as the luminescent and ever-present moon provides ample illumination, and during the day the relatively small sun is distant and provides little warmth.

SURVIVING

Beyond emotional pulls that can drive travelers to action, the atmosphere and landscape of the Plane of Dreams is not hostile to denizens of the Material Plane. Same goes for the Underworld, though the air is usually stale and motionless, and even in the Moonscape the air is thin but breathable.

GETTING THERE

Visitors to the Plane of Dreams come in two forms. The first is the most frequent and easiest to do – simply fall asleep, and if the plane is aligned well enough with the Material Plane, a small dreamscape forms in the adjoining Dreamland and the sleeper's mind wanders there. Dreamscapes are small isolated bubbles that house a dreaming sentient creature from the neighboring plane, and they are mostly invisible. In a dreamscape, few things can harm the dreamer physically, but psychic or mental attacks are possible.

The other way is to visit the Plane of Dreams bodily through a portal, gate, or similar opening. Spontaneous portals known as dream crossings occur, usually at night, when the Dreamland and the Material Plane are closely aligned. These are usually found in shadowed alcoves, darkened stairwells, and beneath beds of older homes that have an echo in the Plane of Dreams. Unlike the Plane of Shadow and Faerie, most crossings into the Dreamland occur in buildings or around constructed monuments. The physical landscape in the Plane of Dream usually differs too much for a dream crossing to occur naturally.

The Underworld of the Plane of Dreams also contains numerous stable gates to the Material Plane, and through



these the ghour travel freely. Some gates are only usable by the cannibalistic savages of the Underworld, allowing them to pass between the two worlds freely, but others are open for any to cross. These usually end up in the upper regions of the Underdark on the Material Plane, close to towns, hamlets, or cities.

TRAVELING AROUND

Movement on the Plane of Dreams is unhindered except by unusual geographic feature, so the plane offers no abnormal obstruction to travel. The residents of the Dreamland usually do not travel outside their cities or towns, so coaches and other conveyances are uncommon. The largest body of “water” is the Sea of Mists, which contains no water at all, but ships constructed and enchanted by the harbor mages of Dylath-Leen float on the mists as well as any liquid.

The Moonscape that hangs perpetually overhead in the night sky can also be visited, a journey of roughly 50 miles from any point on the surface. An unknown number of wind “roads” connect the Moonscape to the surface as well, allowing much quicker travel, and some Dylath-Leen ships are enchanted to float on these invisible currents. Few captains of such vessels are willing to risk the journey, however, owing to the dangerous and untamed nature of the Moonscape’s inhabitants. Flying creatures, such as the terrifying moon-beasts, travel regularly between the two regions, detecting and catching the same currents by some unknown sense.

THE POWERFUL AND MIGHTY

The Plane of Dreams is home to a number of powerful creatures and organizations, both malevolent and benign. Many have existed in the Dreamland for a long time, perhaps dating back to the plane’s creation whenever that was, making them invaluable resources for travelers seeking lost secrets of the land and beyond.

CATS OF ULTHAR

Ulthar is a rugged settlement of plain stone and brick buildings, well-constructed if slightly underwhelming in architectural design. It is populated by a degenerate race of albino goblins, but these creatures bow down to the true masters of Ulthar – the largest concentration of dream cats in the Plane of Dreams. These psychic cats rule Ulthar and the surrounding region, commanding the Ultharions to do their bidding when necessary, but otherwise they behave very similarly to Material Plane cats.

Who rules the cats of Ulthar? The dream cats speak in third person and refer to themselves and each other as master, making distinguishing the actual chain of command difficult if not impossible for outsiders. The cats mobilize only rarely for anything, but they always remember kind gestures. They have an ongoing feud with the zoogs of the forest that surround Ulthar, but at the moment an uneasy truce exists between the dream cats and rat-like zoogs.

Any dream cat encountered in the Plane of Dreams claims to be from Ulthar, and maybe that’s true. They use their wits and powers to cajole others to do their bidding, and though a few have turned out to be cruel and malicious monsters, most just want a specific type of food or shelter for an evening.

DWELLER IN DARKNESS

If anyone knows this entity’s true name, they do not say it, for it is whispered in rumors that simply saying the true name aloud summons the Dweller in Darkness. It is a loathsome, alien god from the Far Realm that has invaded the Dreamland, perhaps as a vanguard to a larger invasion or perhaps just on a mocking whim. The Dweller in Darkness created the moon-beasts of the Moonscape, and it is said the creature dwells on the Dark Side where no light shines. Is this because the Dweller in Darkness lurks there? None know for certain.

Idols have been found scattered around the Plane of Dreams, usually in possession of loathsome cultists who believe honoring the Dweller in Darkness with sacrifices could grant them power and pleasure in return. These idols take the form of another name for the entity, the Crawling Chaos, and some do not even link the two names together as one foul god. It goes by many names, however, and can change its shape and size to match whatever it desires. Its favorite form is that of a massive flat shadow against the wall or floor, with too many arms and heads to be natural, and a series of multicolored eyes blinking in and out of existence along its bulk.

The Dweller in Darkness seems to deride pleasure from spreading utter chaos around, and it’s chosen the Dreamland as its claimed turf. The true extent of its powers and followers is not known, as it has so far been willing to operate from the shadows and use its moon-beasts and various cults to perform its bidding. Lately, though, the Dweller in Darkness has been encountered in the night of the Plane of Dreams, invading dreamscapes like no other creature seems to be able to do, planting seeds of fear and horror across the multiverse.

GRANDMOTHER MAMU

Sometimes, travelers or dreamers in the Plane of Dreams may be visited by a matronly old woman, somewhat hunchbacked and carrying a gnarled bleached white staff. A bewildering array of bags and pouches hang from her belt and backpack, and she always seems to have the right tonic, potion, brew, or powder to get the traveler or dreamer out of a bad situation. She is kind, if a bit stern, but also wise and gentle, and usually only later does one realize that they’ve been visited by the legendary Grandmother Mamu.

Grandmother Mamu seems to be perpetually wandering the Dreamland, offering advice and trinkets to those in need, and she can be encountered nearly anywhere, including the depths of the Underworld. She seems to have true good in her heart, and offers her aid while refusing any payment, often telling such forceful individuals to simply “pay it forward” to the next person in need. Grandmother Mamu also seems to possess a

natural attunement to the Plane of Dreams, and she can manipulate certain elements of the topography and climate by sheer will. Most assume she is a god of some sort, and she regularly opposes the machinations of the Dweller in Darkness and the Nightmare Man.

KING OF THE DREAMERS

When most people dream and touch the Dreamland, they create small dreamscapes that form and protect their dream-state. Some individuals, mainly wizards who study the obscure school of oneiromancy, train and study to break free of their dreamscape, and while some have they still only last as long as their dream-state is maintained. The body requires food and water, which pulls the dreamer back to the Material Plane. Only the oneiromancer Slyvras has overcome this limitation, and he has become the greatest sleeping dreamer on the plane, proclaiming himself King of the Dreamers in the process.

Slyvras dwells in a fantastical region he calls the Kingdom of Kings, and he has gone quite insane over the years. He's been in a dream-state on the Plane of Dreams for several hundred years, and nobody knows how he's done it – his physical body must have deteriorated long ago, assuming that his human form matches that of his physical body. Slyvras usually appears as a wild-bearded old man with a crooked golden crown on his head, and within the bounds of his kingdom he maintains absolute control. He can change the weather, create mountains, shoot geysers, even turn day into night and vice versa. The people that populate the Kingdom of Kings are all illusory creations of Slyvras.

So far Slyvras has not pushed his influence beyond his small domain, and perhaps that's because of his absolute insanity. Still, as far as dreamers go, he is the longest known and most well-versed in the inner workings of the Plane of Dreams, at least in his most lucid states, and it is said that he converses with Grandmother Mamu on a regular basis.

THE NIGHTMARE MAN AND THE SHADOW COURT

The Plane of Dreams sits over the Material Plane, but in another sense it occupies the same multiversal space as the Plane of Shadows and Plane of Faerie. Little seems to have come from the connection to the Feywild, but the Shadowfell does interact with the Dreamland in unusual ways. Where the two bleed together, dangerous regions known as Nightmare Lands are created, and the most influential figure in these realms is an enigmatic figure known as the Nightmare Man. He seems to be able to take whatever shape he wants, but his favorite form is that of an incredibly tall, lanky human, with a finely tailored suit and an enormous top hat. His skin is albino and his nose is much longer than it should be, with a jutting chin to match.

What the Nightmare Man wants and is capable of doing are complete mysteries, as his actions often contradict themselves. He seems strongest and most malign in a Nightmare Land, perhaps where his true form is allowed to spread its diabolic wings, but when encountered

elsewhere he can be a charming if somewhat off putting conversationalist. He knows a great deal more than he should and seems able to tap into dreamscapes at will.

The Nightmare Man has a cabal of powerful underlings at his disposal that he calls his Shadow Court, members of which range from an achingly beautiful enchantress to a scaly lizard-like bipedal monster of pure terror. Sometimes the Shadow Court work independent of the Nightmare Man, spreading the influence of the Nightmare Lands as much as they can, though how much is truly hidden from their feared master is unknown.

VOLDRETHASS THE SLEEPLESS

It's not commonly known, but dragons dream, and like everything they do they dream on a scale different from humanoids. The dreamscape of a dragon is said to be a thing of wonder and beauty, but they are notoriously hard to find and even more difficult to penetrate. One dragon, a powerful and ancient green wyrm named Voldrethass, has made it her goal to find and tap into all the dreamscapes of the Dreamland, including those of her powerful kin. To date she has made little progress, but she continually works to study and understand the untapped magical power of oneiromancy, the wizardly school of sleep and dream magic.

Voldrethass' ultimate goal is to implant visions of herself in the dreams of everyone and subjugate an entire realm of people as her servants and playthings, so she does not have good intentions at heart. In the Plane of Dreams she is normally found in the polymorphed form of an elven woman with emerald green hair, working to obtain and understand the works of the dream wizards. On numerous times Voldrethass has attempted to bargain or outright steal from the King of the Dreamers, Slyvras, but his mastery over his own kingdom has thwarted her attempts thus far.

In the Dreamland, Voldrethass has advanced her power beyond that of most of her fellow green dragons, and it could be argued that she is the most powerful of her kind. Nonetheless, she strives for greater control over the masses, and in her pursuit she has learned to give up sleep entirely. Voldrethass the Sleepless could become a real threat to the Material Plane if she ever achieved what she was seeking.

CREATURES & DENIZENS

Numerous creatures reside in the Plane of Dreams. Some of them, like the dream cat and zoog, are natives of the plane, while others like the feyr and crawling mist serpent seem natural extensions of the properties of the plane. The leng spider, moon-beasts, nightgaunts, and others have come to the Dreamland from elsewhere and made it their home, and these monstrous beings seem bent on pursuing courses of chaos and destruction.

CRAWLING MIST SERPENT

The vast Sea of Mists holds few natural inhabitants, but the fiercest and most feared is the crawling mist serpent. This creature appears as a 30-foot long snake, with a wide head and eerie black-pointed eyes, and it is entirely made up of swirling mists similar to the strange sea that it dwells in. It swims invisibly through the air, looking for ships to attack with its caustic breath weapon, and though it is clearly intelligent it does not have the ability to speak or communicate.

Predator of the Mists. Crawling mist serpents are thankfully solitary creatures, and they hunt the ships and crews that sail the Sea of Mists. It is theorized that they eat the ethereal souls and forms of those that die in the Plane of Dreams, especially as the creature does not subsist on anything solid. Are the crawling mist serpents natural extensions of the Sea of Mists, or are they conjured by some ancient decree? How many lurk in the foggy depths? None know for sure.

Foggy Strike. When a crawling mist serpent chooses its target, it follows close behind and waits until night descends. Many seasoned captains of the Sea of Mists post watch guards at the rear of their ships to keep a lookout for following crawling mist serpents, and the best watchers have learned to spot the subtle shifts in the swirling mists of the sea around them to detect the hunting beast. When it strikes, the crawling mist serpent lunges out from the fog at the back of the ship and sprays caustic vapor in a cone on anyone it can find, and then it weaves its way onboard to hunt down remaining crew members. Its misty body combined with its speed and agility make it an excellent hunter, and many ship crews have fallen in less than a minute into the attack.

CRAWLING MIST SERPENT

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 136 (16d12+32)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+7)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +11

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, lightning

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages understands Common but cannot speak

Challenge 12 (8,400 XP)

Caustic Mist. The body of the crawling mist serpent is comprised of caustic vapors pulled from the air around it. Any creature that starts its turn in the same space as the crawling mist serpent must succeed on a DC 17 Constitution saving throw, suffering 18 (4d8) acid damage on a failure, or half as much on a success.

Gaseous Form. The crawling mist serpent can enter and occupy the space of another creature, and it has advantage on Strength, Dexterity, and Constitution saving throws. It can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces.

Misty Camouflage. In an area of heavy mists or fog, the crawling mist serpent has advantage on Dexterity (Stealth) rolls to hide and gains the benefits of the *invisibility* spell.

ACTIONS

Breath Weapon. The crawling mist serpent exhales a 60-foot cone of white caustic gas. Creatures caught within the cone must succeed on a DC 17 Constitution saving throw, suffering 27 (6d8) acid damage on a failure, or half as much on a success.

DREAM CAT

Dream cats are known to be one of the oldest inhabitants of the Plane of Dreams. They are highly intelligent, and though they can communicate telepathically with other creatures they often choose not. Physically they appear as any other normal cat, but even normal cats in the Dreamland can sport unusual fur coloration and striping patterns that include green, blue, red, yellow, orange, black, and purple. The eyes of a dream cat sparkle like gemstones, much more than any normal cat, and they have natural resistances to magic and psychic effects.

Rulers of Ulthar. Dream cats can be found anywhere in the Dreamland, but they are concentrated in the city of Ulthar. There, the dream cats have dominated an entire race of albino goblins, and use the monsters as playthings, servants, and hands and feet when necessary. The buildings of Ulthar are constructed to the dimensions of a normal humanoid, not a goblin or cat, leading some planar scholars to theorize that the original rulers of Ulthar were not the cats but some other force. The cats certainly don't talk about it, and they grow bored when the topic comes up. The Temple of Cats in the center of Ulthar is where the dream cats gather every day to lounge and enjoy each other's company, and it's also where they hear the requests of visitors from outside the city.

Fickle and Carefree. Like normal cats, dream cats have fickle desires – one moment they can be amused by the antics of a small insect, and then just as suddenly they can grow bored and seek entertainment or pleasure elsewhere. They are light on their feet, quick to dart in and out of places, and are not afraid to attack creatures that displease them with their claws or mental stab.

Linked Together. Dream cats share a telepathic bond with one another, and when one of them suffers pain or dies they all know about it and instinctively know the details. This has led to an almost reverence of cats by the inhabitants of the Plane of Dreams, because you never know if the cat that scratched you is just a regular cat, or one of the dream cats. Killing a cat is against the law in Dylath-Leen for fear of reprisal from Ulthar.

DREAM CAT

Tiny beast, any alignment

Armor Class 12

Hit Points 10 (4d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	16 (+3)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., Passive Perception 13

Languages telepathy 60 ft.

Challenge 1/2 (100 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The dream cat's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material, somatic, or verbal components:

3/day: *charm person*

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

ACTIONS

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

Psychic Stab. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 7 (1d8+3) psychic damage.

FEYR

Small aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (4d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	10 (+0)

Damage Resistances psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., Passive Perception 12

Languages understands Common but cannot speak

Challenge 1 (200 XP)

Sunlight Hypersensitivity. The feyr takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage. Any creature damaged by the feyr's bite suffers disadvantage on Wisdom saving throws until the end of their next turn.

Frightful Presence. Each creature of the feyr's choice that is within 30 feet of the feyr and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the feyr's Frightful Presence for the next 24 hours.

FEYR

Large groups of people that experience strong emotions of terror and fear can spontaneously create a feyr (pronounced "fear") as the barrier to the Plane of Dreams weakens for a moment under the emotional onslaught. They are also encountered frequently in the Dreamland, usually close to civilized lands, but are generally regarded as annoying pests than anything else by the residents.

Feyrs resemble small hunchbacked creatures, with mottled hide not unlike the spongy texture of a brain. Its shifting, bulbous body is supported by a pair of trunk-like tentacles that serve as legs, with numerous other appendages squirming out around its form. The feyr's massive jaw splits its body in half with rows of crooked black teeth, above which sits one to five eyes the color of melted gold. Its body is multicolored, shifting subtly as it moves, and shines like its covered with oil.

Emotional Predator. Feyrs prey on creatures exhibiting strong emotions. They slither and crawl in shadows, seeking out sources of emotional outbursts. Children and teenagers are favored targets by feyrs as they have not learned to master their emotions.

Down with the Dawn. Feyrs have no fear and no thought except to feed, so they are usually destroyed come

GREAT FEYR

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 120 (16d10+32)

Speed 30 ft., fly 60 ft.

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

Damage Resistances psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Innate Spellcasting. The feyr's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *greater invisibility* (self only)

3/day: *confusion*

1/day: *weird*

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

ACTIONS

Multiaction. The great feyr makes three attacks with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage. Any creature damaged by the feyr's bite suffers disadvantage on Wisdom saving throws until the end of their next turn.

Frightful Presence. Each creature of the feyr's choice that is within 120 feet of the feyr and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the feyr's Frightful Presence for the next 24 hours.

morning. They are not tactically minded enough to avoid sunlight or even to stop its relentless pursuit of strong emotions, which usually keeps their numbers in check in the Plane of Dreams.

GREAT FEYR

When multiple feyrs gather together, usually formed as a result of a particularly traumatic or powerful event, they slide their bulks together and form a single great feyr. A great feyr resembles its lesser brethren, except its bulk has expanded out to more than 10 feet wide, and three hideous mouths sit around the blasphemous section that passes for the monster's face. Great feyrs are intelligent, wicked, and less prone to slink away with the sun, but capable of spreading fear and madness for years if left unchecked.

GHOUR

The degenerate remnants of some ancient race, ghouls are humanoids with pale flesh, incredibly lanky arms and legs, and a distinct canid face and muzzle. They are hairless and possess little cunning beyond that found in a wolf or other pack hunting animal, but they can and do speak Common.

Ageless. Ghouls are effectively immortal and cannot die of old age.

Flesh Eaters. Ghouls eat the flesh of humanoid creatures, and are widely feared and hated for their cannibalistic rites and practices. They raid settlements and towns in the Dreamland and beyond, snatching victims away and pulling them down into the Underworld to feast upon later. Bones are treated with special care, as many ghour tribes believe that a person's memories are contained in the bones themselves. Great heaps of deposited bones exist within the hideous Vale of Pnath, one of the ghouls' ancient sites in the Underworld.

Underworld Tunnels. Ghouls are diligent creatures, and given their long life spans they can dedicate a great amount of time to certain menial tasks. One of the most visible of those tasks is the creation and expansion of the tunnels within the Underworld beneath the Dreamland. They dig tirelessly, but to what end none can say for sure. Some planar scholars who have studied the Plane of Dreams claim the ghouls are digging for remnants of their ancient fallen civilization, but little evidence has been found to support this claim.

Walkers Between Worlds. Some unknown property of the Underworld creates natural keyless portals to the Material Plane from the Plane of Dreams, and the ghouls are able to sense these portals and use them to their advantage, stealing away victims and pulling them into the Dreamland. These portals usually only open for ghouls, perhaps a legacy of their ancient heritage, and stories of nighttime raids by hairless wolf-like pale-skinned monsters can be found across the Material Plane. By happenstance or design, many of these portals lead to regions near civilization. Or did civilization on the Material Plane naturally spring up around these unknown portals?

GHOUR

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1 (200 XP)

Keen Hearing and Smell. The ghour has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The ghour has advantage on an attack roll against a creature if at least one of the ghour's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the ghour has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The ghour makes two claw attacks.

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

GUG

Masters of the hunt, gugs are the apex predators in the Underworld of the Plane of Dreams. They stand hunchbacked about 16 feet tall, and their sleek black bodies are covered in rough matted gray hair. Their limbs are unusually jointed, allowing the gug to move quicker than its bulk would imply on its two legs, and its arms split at the joint to create two clawed forearms. The gug's head splits open vertically, with irregular jagged teeth lining its blood-red maw.

Ageless. Gugs are effectively immortal and cannot die of old age.

Feared Savages. Gugs are not overly intelligent and are prone to simplistic tactics that send them straight into combat against foes. It does not speak, and its mind is so alien as to confuse attempts to read its thoughts, but it seems intent on feeding at all times. They are generally solitary creatures, and usually flee with downed victims if they're reduced to half their hit points or less rather than stay and fight it out until the end.

Gug Savant. Occasionally, a more intelligent gug rises above the rest and learns to command its fellow beasts. These gug savants are fearsome opponents, capable of driving their followers into conflict their instincts would normally tell them to flee from. Gug savants are the result of a dark gift from alien entities in the Far Realm, and in the Plane of Dreams the Dweller in Darkness occasionally lifts up and gifts a particular gug with such powers.

GUG

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands Common but cannot speak

Challenge 10 (5,900 XP)

Reind. If the gug hits a single target with two or more claw attacks, it deals an extra 18 (4d8) damage to the target.

Underground Senses. While underground, the gug gains advantage on Wisdom (Perception) and Dexterity (Stealth) checks.

ACTIONS

Multiattack. The gug makes five attacks, four with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 11 (1d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 10 (1d8+6) slashing damage.

LENG SPIDER

The great, bloated, purple spiders that dwell in the Dreamland are thoroughly evil, ruthless, and bent on dominating all existence on the Plane of Dreams. They war with the forces of the Dweller in Darkness, targeting moon-beasts that fly down from the Moonscape in an effort to weaken the Far Realm deity's forces on the plane. They are roughly 20 feet long, with 7 long legs extending out from their grossly oversized arachnid bodies. Some leng spiders have 9 or 11 legs, but they never have an even number.

Birthed on the Plateau of Leng. Leng spiders owe their name to the Plateau of Leng in the wilderness of the Plane of Dreams. There, the leng spiders return to lay their eggs once a century or so, birthing new leng spiderlings though they do not raise them. The relative isolation of the plateau and zealous worship of the lengfolk (chaotic evil satyrs) keep the young creatures from falling prey to outside forces, but nonetheless adult leng spiders have been known to sacrifice their offspring to appease their dark deity.

Spinners of Plots and Webs. Leng spiders, despite their bulk, keep to the shadows whenever possible, manipulating other creatures to perform their desired actions. They lurk in dark places, using their spies to report back on their plans, and always have at least three escape routes to any possible scenario.

Master Trap Builders. When a leng spider chooses its lair, it sets about crafting complex traps intended to maim or capture intruders. They use their webbing, hardening it through a special process to make it as strong as steel, to create ropes, pulleys, loops, doors, and all manner of other mechanisms, and they enhance it all with charmed slaves. A leng spider makes it a point to leave no slave left alive after construction is finished.

LENG SPIDER

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 184 (16d12+80)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	21 (+5)	15 (+2)	14 (+2)

Skills Arcana +8, History +8, Perception +6

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Common, any five other languages

Challenge 11 (7,200 XP)

Innate Spellcasting. The leng spider's spellcasting ability is Intelligence (spell save DC 18, spell attack modifier +10). It can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *invisibility*, *freedom of movement*, *tongue*
3/day each: *major image*

1/day each: *charm monster*, *mirage arcane*

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

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

ACTIONS

Multiattack. The leng spider makes two attacks, one with its web and one with its bite.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 28 (4d10+7) piercing damage, and the target must succeed on a DC 18 Constitution saving throw against the poison. On a failure, the target is poisoned, suffers 36 (8d8) poison damage, and becomes affected by the *confusion* spell for 1 minute. On a successful save, the target suffers 36 (8d8) poison damage.

Web. Ranged Weapon Attack: +8 to hit, range 90/120 ft., one target. **Hit:** The target is restrained by the webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; immunity to bludgeoning, cold, poison, and psychic

LEGENDARY ACTIONS

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

Poison Flare. The leng spider inflicts 18 (4d8) poison damage on a target that has been hit by its bite attack since the end of its last turn.

Spell. The leng spider uses one of its at will spells.

Web (Costs 2 Actions). The leng spider makes a web attack.

MOON-BEAST

Moon-beasts are eyeless, pinkish-white quadruped-like monsters that dwell on and in the Moonscape in the Plane of Dreams. They are not native to the Dreamland, and before their coming several cities stood proud on the plane's moon. Now only ruins and memories remain, for the moon-beasts came in through a tear in the Far Realm and descended upon the denizens of the Moonscape in a wave. A mass of writhing octopus-like tentacles squirm where their face should be, and they are capable of walking on two legs when the need arises.

Slave Masters. Moon-beasts are slavers above all else. They use their formidable magical powers to charm and dominate creatures into accompanying them willingly, but they are not above lashing out with their powerful claws or mental-draining tentacles to get their way. On the Moonscape, the moon-beasts have great kennels of humanoid slaves taken from the Dreamland's terrestrial regions, and they are capable of moving between the planes as well on slave-taking forays. They trade sometimes with the genies of the Inner Planes, primarily the dao of the Plane of Earth, and it is not uncommon to see the agents of the moon-beasts in the Sevenfold Mazework making large purchases.

Controlled Agents. Moon-beasts are creatures of another realm of existence, and they know this, so they work through agents and proxies across the multiverse normally. Their favored agents are humans as they find them very pliable to their needs, and their agents are marked by a sash of a specific color worn visibly on their body. The sash color and markings identify the moon-beast to whom the agent belongs to, though to outsiders such identifications appear as eldritch scratchings.

Willing Partners of the Dweller in Darkness. On the Plane of Dreams, moon-beasts work side-by-side with the Dweller in Darkness, a powerful and enigmatic entity also from the Far Realm. It is said that the Dweller lurks on the Dark Side of the Moonscape, and the two forces have divided up the moon between them. The Dweller procures sacrifices from the moon-beasts, who in turn are sometimes accompanied by nightgaunts on their planar raids. The exact details of their partnership with the Dweller in Darkness is not known, but it seems to benefit both sides for the time being.

MOON-BEAST

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	17 (+3)	20 (+5)	11 (+0)

Saving Throws Con +7, Wis +9

Skills Perception +9

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 19

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Breathless. The moon-beast does not need to breathe air and can survive underwater or in regions of thin or no atmosphere with no checks.

Innate Spellcasting. The moon-beast's spellcasting ability is Wisdom (spell save DC 17, spell attack modifier +9). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

3/day each: *charm monster, confusion, dominate monster*

1/day: *plane shift*

Magic Resistance. The moon-beast has advantage on saving throws against spells and other magical effects.

Unnatural Anatomy. Moon-beasts have amorphous anatomies that don't match to common species in the Material Plane. Any critical hit is treated as a regular hit against a moon-beast.

ACTIONS

Multiattack. The moon-beast makes three attacks, one with its tentacles and two with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) slashing damage plus 18 (4d8) psychic damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

NIGHTGAUNT

Nightgaunts are the servants, messengers, spies, and assassins of the Dweller in Darkness, the otherworldly entity that has invaded the Plane of Dreams. They appear as faceless, incredibly gaunt, black-skinned humanoids, with incredibly long limbs and grotesquely thin bat-like wings protruding from its back. Its arms end in massive claws and its tail has a special barb at the end used for tickling grappled victims, a horrendous experience that paralyzes the target. Nightgaunts do not speak any language known but seem to communicate with one another and their powerful master.

Soul Feeders. Nightgaunts feed on the souls of living creatures, and the soul becomes sweeter to them if their intended meal dies in the throes of powerful emotions – terror, anger, and anguish are their favorite. Nightgaunts usually carry off their victims to an undisclosed location, sometimes taking them all the way to the Dark Side of the Moonscape, where they savor their meal slowly as the victim undergoes horrendous agony at their hands.

Wings in the Night. The Dweller in Darkness has established a beachhead from the Far Realm in the Plane of Dreams, but it sends out nightgaunts across the multiverse to attack, spread fear, and report back. They wait until night, work in groups of three to six, and swoop down on unsuspecting victims. Their favorites are crowds, where they can pick off individuals and carry them high into the air before they drop them to their ultimate death.

NIGHTGAUNT

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +7

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 13

Languages understands Common but cannot speak

Challenge 3 (700 XP)

Otherworldly Build. The nightgaunt counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Shadow Aptitude. While in dim light or darkness, the nightgaunt has advantage on Wisdom and Dexterity checks and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6+5) slashing damage and 9 (2d8) psychic damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the nightgaunt can't use its claws on another target.

Tickle. The nightgaunt uses its tail to tickle a creature grappling with it, inducing a deep paralyzing psychosis in the victim. The creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turn, ending the effect on itself with a success.

ZOOG

Zoogs look like giant rats, with coats of slick brown or black fur, but their snouts end in a small mass of tentacles. Their eyes glow blood red in darkness and their voices are little more than harsh whispers. They lurk in the forests and other wilderness regions of the Plane of Dreams, forming small secret villages in places, and they're always on the lookout for information to gather.

Ancient Enemies. On the Plane of Dreams, zoogs are the mortal enemies of the dream cats. A zoog is larger than a dream cat, but the cats' natural psychic abilities have leveled the playing field and forced the zoogs to adopt hit-and-run tactics. While treaties and accords are often signed between the two races of the Dreamland, the ancient feud remains, and it's only a matter of time before one side or the other gives in to their ancestral pride and attacks the other.

Sneaky and Secretive. Zoogs are very good at watching and waiting. They recognize superior forces when they see them, so they typically do not attack well-armed groups of travelers, but they know their lands better than any other creature. They stick to the shadows, observing, in the hopes of learning something that can be sold or bartered. Zoogs have a love of cheese, a prize they hold above all else, but they also enjoy shiny valuable objects such as gemstones. In Dylath-Leen, certain unscrupulous individuals make it a habit to visit surrounding zoog villages regularly with wheels of cheese, eager to learn as much about recent events as the rat-like creatures can offer.

ZOOG

Small aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Keen Smell. The zoog has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The zoog has advantage on an attack roll against a creature if at least one of the zoog's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

HAZARDS & PHENOMENA

The Plane of Dreams holds dangers and wonders beyond the creatures that dwell in the Underworld, the Moonscape, and all the places in between. Travelers should be prepared to face powerful emotional pulls and waves of change that can alter the physical landscape around them while they move through the Dreamland, among other phenomena unique to this echo plane.

DREAMSCAPE

Rarely encountered by the casual traveler to the Plane of Dreams, dreamscapes are the small bubbles created by a creature sleeping and dreaming on the Material Plane. They are usually invisible and intangible, covering small spheres roughly 40 feet in diameter, within which sits the psychic projection of the dreamer. Especially lucid dreamers, or oneiromancers and some others, can actively control their dreamscape, but these are typically rare.

And, on the Plane of Dreams, most creatures and denizens cannot even detect the presence of a dreamscape, let alone interact with one. The Dweller in Darkness is said to be able to pierce the veil separating a dreamscape and the Dreamland, opening a hole large enough for nightgaunts and other creatures to slip through and wreak havoc in the dreamer's unconscious state. Dream cats are said to have this ability as well, perhaps psychically sensing the presence of a dreamscape, but normally they don't bother to do anything about it.

EMOTIONAL SPIKE

The Plane of Dreams plays on and triggers emotional responses as a direct result of the domain itself. With so many dreamers creating fantasies and nightmares from their own memories and desires, occasionally they converge and create a spike of emotional power strong enough to affect creatures in the Dreamland. This is known as an emotional spike, and when it occurs it affects every Dreamland creature in a 120-foot radius centered on a random point close to the party. Creatures in the area must succeed on a DC 15 Wisdom saving throw. Creatures immune to being charmed are unaffected by the emotional spike.

On a failure, they succumb to the emotional spike and each character that failed rolls 1d6 and consults the Emotional Spike Effect table to determine the ability score affected. For 10 minutes, the character gains advantage on any saving throw or ability check related to that ability score, but disadvantage on every saving throw or ability check related to any of the other ability scores.

1D6	ABILITY SCORE
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

MOONSCAPE AIR

The Moonscape has a thin bubble of air around it, thinner than is found elsewhere the Plane of Dreams, and creatures that need to breathe may find breathing difficult after a period of time. After every long rest spent on the Moonscape, creatures that must breathe air to survive must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. Moon-beasts are immune to the effects of the thin air.

TERROR RIPPLE

Some powerful dreamers can have nightmares so powerful they reverberate in a rippling wave that crashes out across the Plane of Dreams. The exact range of a terror ripple is determined by the mental willpower of the dreamer that created it, but when encountered by a group of adventurers it washes over the entire landscape. Creatures caught in a terror ripple must succeed on a DC 15 Wisdom saving throw or be frightened of the Plane of Dreams for 1 minute.

Sometimes, the forces of the Dweller in Darkness trigger terror ripples deliberately in order to terrorize a population on the Dreamland, allowing nightgaunts to feed and nefarious schemes to be pulled off without any interfering.

WAVE OF CHANGE

It is a little-known fact that everything in the Plane of Dreams is mutable, but its geography and landscape is stabilized by the collected memories and power of every dreaming creature on the Material Plane. Visitors to the Plane of Dreams do not share in such a connection and thus cannot actively influence any changes to the plane, but occasionally a shift in the sea of dreamers creates a profound wave of change. A wave of change affects the terrain around the characters. Roll on the below table to determine the effect of the wave of change.

1D20 LANDSCAPE ALTERATION

1	Total terrain change. Forest becomes mountains, mountains becomes swamps, plains become desert, and so forth. The change is sudden and dramatic.
2-5	The terrain becomes thinner and less abundant. Mountains reduce in size and scale, forests become patchy, swamps develop large dry patches.
6-10	The color of the terrain changes significantly, becoming brighter. Orange, pink, yellow, bright blue, vibrant green, and white are common coloration changes that affect the natural land.
11-15	The color of the terrain changes significantly, becoming darker. Crimson, dark blue, gray, dull green, brown, and black are common coloration changes that affect the natural land.



1D20 LANDSCAPE ALTERATION

- 16-19 The terrain becomes lush and denser. Forests sprout more trees that crowd one another, mountain peaks soar in height, deserts develop numerous oases.
- 20 Total terrain change. Forest becomes mountains, mountains becomes swamps, plains become desert, and so forth. The change is sudden and dramatic.

MYSTERIOUS SITES & TREASURES

There are plenty of exciting locations and treasures for adventurers to hunt down and seek out, from the mysterious abandoned Necropolis of Zax Kainox on the Moonscape, to the streets and alleys of the harbor city of Dylath-Leen, to the dangerous Nightmare Lands found all over the plane. These and more await those brave enough to cross the threshold into the Plane of Dreams.

CASTLE OF KADATH

On a vast glacier called the Cold Wastes in what passes as the northern realm of the Plane of Dreams sits a sprawling castle made of black stone from other planes. Called Kadath by the ancient people of the Dreamland, it is said to be the home of a great warlock who used infernal and outer planar slaves to help construct the massive place. Is it empty now? Few people seek out Kadath, as the Cold Wastes are bone-chilling glaciers with howling wind and unholy beasts that stalk the snow and ice.

However, some intrepid travelers are still drawn to it. Some ancient tomes in musty libraries across the multiverse reference the Master of Kadath and the terrible secrets of the Far Realm that he uncovered. Is this Master the same that built the Castle of Kadath in the Cold Wastes? Are the rumors of a fantastic library filled with all manner of books somewhere in the castle's black stone walls true? Is it haunted by the ghosts of wizards

and warlocks driven to madness and death by simple knowledge? Anyone who has returned from Kadath in the Cold Wastes have not said.

DARK SIDE OF THE MOONSCAPE

The Moonscape of the Plane of Dreams hangs huge and heavy in the night sky, and its visible surface is suffused with a natural radiance that extends to the very rocks themselves. Visitors (or prisoners) that make it to the Moonscape find that the terrain of the moon is just as well lit – until it isn't anymore. The other side of the Moonscape, not visible to viewers on the terrestrial Dreamland, is a dark, cold landscape of death and shadows ruled over by the forces of the Dweller in Darkness.

It is on the Dark Side of the Moonscape where the Dweller in Darkness and its allies first came from the Far Realm, and the rent in the multiverse between the Plane of Dreams and that blasphemous land still sits like a pulsating black scar in the darkness. Creatures from the Far Realm still have difficulty crossing over the threshold, but the Dweller in Darkness found a way, and pulled through more than a few of its allies in the process. The moon-beasts, nightgaunts, and others spewed forth from the gaping wound in the worlds long ago, and the natural hunger of the Far Realm devoured the light of the Moonscape across the non-visible side. Cities of prosperous humanoids, relatives of humans and perhaps of the ghouls driven to the Underworld, were cleansed from the moon, and their ruins now serve as the home of the Dweller itself.

DREAMSTONES

Crafted by a powerful oneiromancer long ago, the Dreamstones are a set of seven smoothly polished gray rocks, about the size of a human's hand, each flat and marked with a single ever-glowing rune on both sides. Each Dreamstone harnesses the emotional energy of a part of the body, represented broadly by six characteristics

and a single unifying whole. The runes on each side are the opposites of each other, and possession of a Dreamstone allows the holder and a certain number of allies to harness the effects of an emotional spike – capturing it, defusing it down to its positive qualities, and storing the negative emotional pull as a weapon to be deployed as desired.

Besides this emotional spike mitigation aspect, if the seven Dreamstones were ever to be put together, the wielder could actually alter the physical landscape of the Plane of Dreams. Similar to a wave of change, but larger scale changes could be made, and by historic accounts some of those changes become permanent fixtures of the Dreamland. It is said that the Emerald Mountains standing proud, tall, and deep green, were not always the case, and that it was the wielder of the joined Dreamstones who turned them their distinct emerald green color.

The Dreamstones were scattered long ago, and it is widely believed that none of them reside on the Plane of Dreams anymore. Likely they rest in the collections of wizards or universities as curiosities without realizing the potential for change on the echo plane such objects could have. A band of oneiromancers calling themselves the Brotherhood of Sleep, have dedicated themselves to finding and controlling all of the Dreamstones. They do not have the best interests of anyone but themselves at heart, and it is thankful that they have not yet succeeded in their task.

DYLATH-LEEN

The largest, most populated, and most stable settlement in the Plane of Dreams is the port city of Dylath-Leen. Located in a wide bay on the Sea of Mists, which holds not water but misty vapors, Dylath-Leen is a sprawling maze of buildings and streets, made all the more confusing because it's actually been abandoned and rebuilt at least three times across the centuries. The earliest records found in the deepest subterranean vaults of the city indicate the original constructors were descendants of the ghouls of the Underworld, but some disaster fell, likely the same that drove the ghouls into the Underworld.

The second builders of the city were lengfolk from the Plateau of Leng. Lengfolk are now maniacally evil satyrs who delight in death and torture, and perhaps they were the same during their occupation of Dylath-Leen so long ago. Remnants of their presence still linger in some of the architecture, as they preferred natural ornamentation and construction over masonry and stone. Now, the city is occupied by humans mainly, but any traveler from across the multiverse that comes to the Plane of Dreams is welcome in Dylath-Leen.

Dylath-Leen is nominally ruled by a mayor and a group of noble lords. The current leader, Lady Mayor Griselda Krehl, is a paranoid shut-in who never leaves the run-down and dilapidated mayor's manor in the city's High Ward. The noble lords of the city keep up their own personal guards, creating islands of armed and armored mansions, and the Dylath-Leen watch patrols were abandoned a decade ago. The residents of the city seem complacent enough, and most trouble is dealt with by one of the lord's bodyguards protecting their interests.

The largest industry in Dylath-Leen is shipping, and

the harbor is always busy day and night. Ships floating on the Sea of Mists come in bearing goods and merchandise from around the Dreamland, and dockhands make a good living loading and unloading those goods. They make a good living because some of those goods are dangerous to hold, and on more than one occasion an incident has endangered the lives of the dockworkers. Ship captains pay well though and they are in turn paid well by the nobles. It's a confusing mess of an economic scene, but for the most part things keep moving in Dylath-Leen same as it always has.

GRINNING ISLANDS

Islands in the Sea of Mists are rare, but one set has caught the imagination of the captains and bards of Dylath-Leen for many years. Called the Grinning Islands, they are a series of bone-white stone islands jutting up from the silvery mist some distance from the port city. Some of the islands are only a mile or two wide, but others are much larger, and the biggest one visited was said to be over 100 miles across. Each of the Grinning islands seems pushed up from the bottom of the Sea of Mists, whatever lurks down there, and sometimes those islands contain monstrous denizens unknown to the Dreamland before or since.

Strangely enough, some of the islands are inhabited by a degenerate race of albino halfings. They are savage and seem stuck in a primal state, but they often possess unusual gemstones and carvings that they trade to the mist captains for food and other objects. A few mist captains have made quite a profit on these trades, and the servants of the moon-beasts that trade on their behalf in Dylath-Leen seem especially keen on possessing the gems from the Grinning Islands.

NECROPOLIS OF ZAX KAINOX

Before the moon-beasts and the coming of the Dweller in Darkness, the Moonscape was the home to an isolated society of blue-skinned humans. They built cities and monuments across the surface of the moon, but little was known about them – they did not come to the surface of the Plane of Dreams. What little is known about them now has come from explorers and escaped slaves of the moon-beasts, who have wandered the now-empty ruins of the blue-skinned humans former occupation.

The largest and most expansive of these ruins is a place known as the Necropolis of Zax Kainox. The blue-skinned humans used pictograms as their language, but the name Zax Kainox was written on a great slab of red stone serving as an archway to the complex in more than a dozen languages. Was Zax Kainox the leader who built the necropolis? Was it the name of the place? Was it the name of the people? The necropolis is filled with buildings made of the same unusual red stone, peppered liberally with black and yellow stones, and it extends deep below the surface of the Moonscape as well.

The moon-beasts have largely avoided it as ancient traps are still active, and the blue-skinned humans had a mastery over arcane magic that seemed unparalleled to anything else in the Dreamland. They fell to the onslaught of



the moon-beasts who used fell powers from their far-flung realm to strike and infect them with a horrendous wasting disease that spread like wildfire. Some slaves have escaped the clutches of the moon-beasts and sought refuge in the Necropolis of Zax Kainox, but only a handful have managed to secure safe passage off of the moon. The tales they tell talk about guardian spirits, ancient magical traps, tombs of kings and priests, and monolithic statues of animal-headed figures that came to life.

NIGHTMARE LANDS

The barrier between the Plane of Dreams and the Material Plane can be thin at times, but occasionally an even stranger confluence happens – the Plane of Shadows and the Plane of Dreams drift close together. When this happens, the influence of the Shadowfell leaks through the planar barriers and creates a region of darkness fueled by terror and despair, drawing upon the darkest instincts of the Dreamland and corrupting it with the taint from that fell plane. In such places, a Nightmare Land is born.

Nightmare Lands are variable in size and scope, and could be as large as an entire forest or as small as a room in a house. Within the bounds of the Nightmare Land, the temperature drops dramatically to the point where the breath of living creatures can be seen in small puffs. Shadows cling to anything they can find, and the sun and moon's light is dimmed to the point where a spectral twilight cloaks the region. Each Nightmare Land is birthed from a tear in the fabric of the multiverse between the Dreamland and the Shadowfell, and that tear allows creatures such as nightwalkers, odem, and other fell denizens of that dark land to spill over into the Plane of

Dreams. The tear can be sealed through extreme effort, but they tend to be protected by a powerful entity in the service of the enigmatic Nightmare Man.

These entities on the Plane of Shadow are usually lesser creatures, but they are bolstered by the energy of the Dreamland, becoming more powerful in the process. Some warlocks make pacts with members of the Nightmare Court, as they are known, exchanging information and a pledge of loyalty for access to dark and tenebrous powers that blend dreams and shadows.

PLATEAU OF LENG

Far from the admittedly sparsely populated regions of the Plane of Dreams wait dangerous regions where the powers of the plane have been left to run rampant. The most famous of these areas is the Plateau of Leng, original home of the nefarious and plotting leng spiders. Located in a high mountain range far to the east of Dylath-Leen, the Plateau of Leng is populated by all manner of evil, conniving, intelligent spiders. A race of degenerate satyrs known as lengfolk also live on the plateau in small villages. They serve the leng spiders and have for centuries.

The Plateau of Leng is a cold, harsh, unforgiving place, filled with crevasses stuffed with an unnatural amount of spider webs. Caves deep below the plateau's surface hold numerous chambers where the leng spiders and their ilk work out their schemes and hoard their treasure. Many leng spiders do not live on the plateau, however, instead spending their time in Dylath-Leen or elsewhere across the multiverse. Each leng spider does have a personal cave in the Plateau of Leng that they return to in order to lay eggs and spawn more of their loathsome kind.

RUINS OF SARNATH

Sarnath is whispered in taverns around the Plane of Dreams in cautionary notes, a bleak lesson in knowing one's limits and not meddling in the affairs of unknown gods. The story goes that the people of Sarnath, rich and powerful merchants, sought to expand their reach, and looked to one of their neighboring cities across the river. The city of Ib was quiet but prosperous, and in one swift motion Sarnath swept into Ib, killed its inhabitants, stole its wealth, and toppled its idols. The people took the largest idol from the city's temple as a trophy – that of a great bipedal lizard.

A year later, Sarnath was attacked by the forces of the reptilian god on the anniversary of Ib's destruction. Spectral lizardfolk poured up from the Underworld and in one night Sarnath was reduced to a ghost town. Not a single living soul escaped Sarnath, so the stories go. Now, the ruins stand on the banks of a distant river far from Dylath-Leen, with all the mercantile treasure of its former inhabitants still there. Along with the forces of the reptilian god that overtook it, and rumors say keep it from being resettled. Some merchant captains in Dylath-Leen would love to put their hands on the wealth of old Sarnath, and some have even sponsored expeditions to the lost city. None have returned with anything resembling the treasure of Sarnath, old stories of spectral lizardfolk, hauntings, and a great monstrous lizard that stalks the empty city streets.

SEA OF MISTS

Sitting like a vast silver ocean, the Sea of Mists is a massive feature that touches many parts of the Plane of Dreams. And it is not filled with any kind of water – instead, roiling currents of silvery mist fill the great basin. Enchanted ships from across the Dreamland are constructed specifically to float on the vaporous sea, which also helps capture the currents that connect the Moonscape to the terrestrial parts of the plane. Some planar scholars familiar with the workings of the Plane of Dreams claim that the sea was once water, but some powerful wave of change, perhaps linked to the original possessor of the seven Dreamstones, changed it irrevocably into an ocean of twisting mists.

Some kinds of fish swim within the mists, and the crawling mist serpents are the apex predators of the region, feared by sailors and scholars alike. Few people have tried to descend into the mists to see how far they go, or what sits on the rocky basin at the bottom. Breathing becomes incredibly difficult transitioning to impossible the further a traveler descends into the mist, which have a somewhat tangible sense to them. This tangibility slows the natural descent of anyone thrown overboard, allowing them time to try and escape back to the surface, but many sailors have lost their lives by being thrown over the side of a ship. More than a few ships have gone down as well into the silvery void.

TEMPLE OF CATS

The city of Ulthar is tended to by a race of albino goblins, all of whom are slaves to the true masters of the town – the dream cats. But in the center of Ulthar stands the enigmatic Temple of Cats, a massive stone structure clearly built by different hands than the rest of the city. The central building of the complex is a large open-air columned temple ground, and the dream cats seem to enjoy lounging around this area more than most. Statues

of a cat-headed human pepper the grounds and stand before shrines and offering bowls, though the dream cats neither worship nor offer gifts to this enigmatic deity.

TUNNELS OF THE MOONWORM

A monstrous entity burrows beneath the surface of the Moonscape. Known only as the Moonworm, it creates titanic tunnels in the rock as it moves, strangely silent, without any indication of intelligence. It is theorized that the Moonworm is a construct built by the original inhabitants of the Moonscape, before the coming of the moon-beasts and the Dweller in Darkness, and that it was used to create more space beneath the surface for the growing population. Few people have seen it with their own eyes, but those that did claim it has a gaping mouth filled with churning, chewing teeth, and a ring of eyes along its mouth. Its pale yellow bulk extends more than 100 feet and it chews through stone and armor as easily as paper.

The tunnels created by the Moonworm have setup a patchwork maze below the Moonscape. Some tunnels are unstable and collapse shortly after the Moonworm passes, but others have remained for hundreds of years. The moon-beasts have attempted to master the massive beast and harness it for their own nefarious purposes, but so far the scores of slaves they've sent in to reason with, capture, or kill the Moonworm have met with utter failure.

VALE OF PNATH

The hours of the Underworld have descended into cannibalistic, near-immortal monsters, snatching prey from wherever their portals lead to on the Material Plane. Most tribes of hours keep the bones of their victims, and when they've accumulated so many some members of the tribe make the journey through the Underworld to a place known as the Vale of Pnath. There, ancient keepers of the hours maintain a massively expansive pit filled with the



bones of the ghouls' victims, collected over hundreds of years.

It is believed by these ancient ghour keepers that the bones of every living creature hold the memories of those people, and that by keeping them in one place the ghouls can eventually harness that memory energy and reclaim the lost secrets of their kind. Not all tribes believe in this, but it has become part of the ritual of their existence to make the journey to the Vale of Pnath and deposit the bones of their victims. If a ghour dies, other members of the tribe do what they can to recover the body and immediately transport it to the Vale of Pnath in order to keep the lost ghour's memories alive in the ritual chamber.

ADVENTURE HOOKS

Whether by accident or design, adventurers can find themselves in the Plane of Dreams at nearly any moment. The DM can use the below hooks to introduce the Dreamland to their players as either a quick stop or a permanent home base for future adventures.

TIER 1 (LEVELS 1-4)

The Plane of Dreams offers plenty of adventure opportunities for characters of all tiers, and many of the challenges offer Tier 1 characters a chance to shine and make a difference.

... A dream crossing opens up suddenly in an old house the characters are investigating, and they find themselves strangers in a strange land. They must deal with a village of zoogs, who are initially hostile but when calmed down reveal that they're been hunted by a fearsome creature in the forest. If the characters help the zoogs, the rat-like creatures offer a way back to the Material Plane for the party.

... Rumors of bloodthirsty bandits preying on a small town have created an atmosphere of rampant fear and paranoia perfect for the generation of feyrs. The characters find themselves in the town at night when feyrs begin to appear, feeding on the populace, but it turns out this was the plan all along. The "bandits" turn out to be hired bodyguards of an oneiromancer wizard seeking to capture a feyr and study it.

... The characters stumble into a heavily cloaked albino goblin wandering through the market. The creature speaks broken Common and asks for help in procuring some items that his masters sent him to fetch. The items are strange, and include several special types of fish and a ball of high quality yarn. The albino goblin asks that the characters return with him to his master, who is revealed to be a dream cat looking for new enjoyment on the Material Plane.

TIER 2 (LEVELS 5-10)

Tier 2 characters have more options available to them, and many more vistas in the Plane of Dreams open up to them as part of their newfound capabilities. From sailing the Sea of Mists to exploring the Moonscape, parties of this tier can really start to explore the Dreamland.

... The characters are gathered together by an influential guildmaster with a problem. His guild members are being kidnapped and taken away somewhere! The guild specializes in stonemasonry work, and with so many skilled guild members being taken the master is worried about their financial stability. Investigating reveals the artisans are being kidnapped by agents of the moon-beasts and taken to a staging area in the Plane of Dreams. The characters hunt them down and can rescue them with skill and guile from the clutches of the nefarious creatures before they are sent to the Moonscape for final detention.

... People in a small community have reported night raids by hairless ghouls and the town master puts up a bounty for their defeat. The characters take up the bounty learn that the creatures are ghouls using nearby tunnels to move between the Material Plane and the Plane of Dreams. They must use their wits to follow the ghouls on their latest raid and then speed and skill to save as many people from the ghouls' dinner feasts as possible.

... The mastermind behind a series of murders and plots in a city investigated by the characters turns out to be a leng spider spinning its secret webs behind the scenes. With a powerful foe against them, the characters must decide on whether they face the horrible creature in combat or try to reason with it. The leng spider wants something, and if the characters play their part they might be able to get the creature to leave without resorting to violence.

TIERS 3 AND 4 (LEVELS 11+)

What lofty heights these characters have attained! No longer are the boundaries of the multiverse an impediment, and Tier 3 and 4 characters can really begin to flex their muscle around the planes if they so choose.

... A name keeps popping up in strange places as the characters investigate a mystery – Zax Kainox. Eventually, they learn the name is attached to a necropolis on the Plane of Dreams, far off on the Moonscape. What connection do the blue-skinned humanoids who built Zax Kainox have with the current predicament the characters are facing?

... The characters find themselves in possession of a strange gemstone as part of a recent treasure haul, and very soon after they are approached by a cloaked agent seeking to purchase it. The agent, sent by the moon-beasts, seeks the gem by any means necessary, and by defeating him the characters start a chain of events that leads them to Dylath-Leen and the Grinning Islands in the Sea of Mists in search of a missing mist captain.

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling through the Plane of Dreams. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players.

DYLATH-LEEN

1D100	DYLATH-LEEN ENCOUNTER
01-05	Two mist captains arguing about the price of goods
06-10	Dockworkers loading suspicious cargo onto a ship
11-15	A pack of dream cats lounging lazily
16-20	Cloaked agents of the moon-beasts looking to buy slaves
21-25	A seasoned veteran selling his service as a bodyguard
26-30	A dozen bodyguards of a noble looking for trouble
31-35	A pack of regular cats lounging lazily
36-40	Four albino goblins buying goods for their masters
41-45	A priest preaching in the street
46-50	An assassin working for a leng spider
51-55	A sewer grate that leads to a nest of ghours
56-60	An abandoned shop being looted by thugs
61-65	Isolated Nightmare Land
66-70	An escaped manticore
71-75	Three minotaur pirates in a brawl
76-80	Emotional Spike
81-85	Terror Ripple
86-90	Wave of Change
91-95	Grandmother Mamu
96-00	The green dragon Voldrethass in disguise

PLANE OF DREAMS WILDERNESS

1D100	PLANE OF DREAMS WILDERNESS ENCOUNTER
01-10	A horde of feyrs
11-20	Lengfolk (CE satyrs) dressed as pilgrims
21-30	A pack of ghours dragging a victim into the Underworld
31-40	Emotional Spike
41-50	A village of zoogs
51-60	Terror Ripple
61-70	A group of displacer beasts
71-80	Wave of Change
81-90	A trio of nightgaunts looking for victims
91-99	Nightmare Land
00	An adult dragon (roll 1d6 – 1-3 chromatic, 4-6 metallic)

UNDERWORLD

1D100	UNDERWORLD ENCOUNTER
01-10	A hunting party of ghours
11-20	A ghour settlement
21-30	The tomb of a forgotten wizard
31-40	A gug
41-50	A bone naga
51-60	A slithering horde of gray oozes
61-70	An earth elemental
71-80	A fomorian with a gang of goblins
81-90	A tribe of troglodytes warring with ghours
91-99	A hundred giant spiders
00	An aboleth

PLAYER OPTIONS

The Plane of Dreams exists in a unique space among the echo planes. The Plane of Shadow is affected by a close connection to the Negative Energy Plane, and the Plane of Faerie is linked to the Positive Energy Plane. Each of these are reflections of the Material Plane as it is, though differences exist and sometimes in major ways. But the Plane of Dreams is a realm that's a reflection of the minds that live on the Material Plane. Smaller pockets are mirrors of the Material Plane, and an invisible unknown force governs the shaping and reshaping of the very landscape.

This unique property naturally draws many scholars and wizards, some of whom have made it their goals to understand the force of the Dreamland. But it's relative ease of access, especially touching upon it within a dreamscape every night, means that to most other types, the Plane of Dreams is itself like a dream - things are bigger, more emotional, and scarier, but it's all just a distortion of what they already know.

Wizards of all kind have taken up the study of dreams and their energy, creating the School of Oneiromancy as a way to categorize and capitalize on their findings. These wizards sometimes form secret cabals, but just as often they work on their own, charting new paths in the space between enchantment and illusion.

Not just wizards can be touched by the power of the Plane of Dreams. Some people have a natural affinity to the Dreamland, and their dreams are all the more vivid because of it. These dreams can sometimes reveal things buried deep in the unconscious mind, or even events that have yet to happen. Known as dream savants, these characters can take up the mantle of any class.

The new class options include the School of Oneiromancy for wizards and the *drowsiness* cantrip, along with the Dream Savant background.

WIZARD: SCHOOL OF ONEIROMANCY

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

ONEIROMANCY SAVANT

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

SLEEP MASTER

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

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

DREAM REACH

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

Charm. You pull up pleasant dreams of satisfactory fulfillment. The target suffers disadvantage on Charisma saving throws and ability checks for 1 minute.

Fear. You dredge up a nightmare from the target's dreams. The target suffers disadvantage on Wisdom saving throws and ability checks for 1 minute.

Knowledge. You manipulate images and memories within the target's dreams, twisting what they think they know. The target suffers disadvantage on Intelligence saving throws and ability checks for 1 minute.

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

SLUMBERING ARCANA

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

DREAM STATE

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

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

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

NEW SPELL

DROWSINESS

Enchantment cantrip

Casting Time: 1 reaction

Range: 5 feet

Components: V, S, M (a bit of sand)

Duration: 1 round

You fling enchanted sand into the face of a nearby target. The target must succeed on a Wisdom saving throw or become drowsy with magical sleep, suffering disadvantage on their next attack roll or saving throw. The target succeeds on the saving throw automatically if it is immune to being charmed.

NEW BACKGROUNDS

DREAM SAVANT

You have always had powerful dreams. Vivid, imaginative, evocative dreams, involving not just familiar faces and places but unfamiliar lands, strangers, and dark shadows. Some of these dreams came to pass, though you wouldn't exactly call them prophetic - more like symbolic and emotional. When you were supposed to be studying, or learning some trick of your trade, you found that your mind wandered often, dreaming of dreaming. This potent dreaming comes from a strong latent connection to the Plane of Dreams, where your dreamscape is unusually distinct, and it calls to the denizens of that plane. Some of them impart wisdom, some are threatening, but most simply pass through out of curiosity. Maybe some day your dreaming will mean something that you can act upon, but until then you'll simply have to live with the vivid night visions of another world in stark contrast to your own.

Skill Proficiencies: Arcana, Perception

Languages: Any two of your choice

Equipment: A bedroll with a comfortable pillow, a heavy cloak that functions as a blanket, a charm on a pendant (depicting a cat, rat, goat, or spider), belt pouch with 14 gp.

FEATURE: DREAM OF CHANGE

Your dreams may hold the specter of what's to come. They aren't specific enough to be prophecy, but they can still offer glimpses of things to come, especially in times of change. When you take a long rest, you can actively enter a deep dream state to probe for signs of coming change. The DM has the final decision as to what you experience, but it's usually metaphoric in nature and rarely straightforward. You can use this feature once every other day.

SUGGESTED CHARACTERISTICS

Dream savants are usually sensitive people, who tend to wear their hearts on their sleeves and their emotions on their faces. Some work to suppress this perceived vulnerability, while others embrace it as a part of who they are.

d8 PERSONALITY TRAIT

- 1 I see meaning in every day events.
- 2 I speak in proverbs and phrases pulled from the images in my dreams.
- 3 I feel incredible empathy for any suffering.
- 4 I can sometimes withdraw into my own mind for long periods of time.
- 5 I write everything I see or hear down with the idea of remembering it later.
- 6 I speak my mind without a care for etiquette.
- 7 I am calm even in the face of utter disaster.
- 8 I keep my face impassive to hide my raging emotions.

d6 IDEAL

- 1 **Fear the Future.** My dreams are filled with scenes of dread, and I worry about the future. (Any)
- 2 **Web of Connections.** Everything in the multiverse is connected, and my dreams show me where those connections lay. (Any)
- 3 **Death and Blood.** I have borne witness to dreams of death and blood that I did not shrink back from. (Evil)
- 4 **The True Path.** Only by examining my dreams can the truth path to a greater good be found and shared. (Good)
- 5 **Tumultuous Times.** My dreams show me nothing but upheaval and change, and I revel in it. (Chaotic)
- 6 **Fateful Serenity.** Peace comes with accepting that the hand of fate pushes us all at its own pace. (Any)

d6 BOND

- 1 The journal that I write my dreams down in is more sacred to me than any person.
- 2 I shared all of my dreams with my sibling, and we formed a special bond over their examination.
- 3 My family has supported me in my endeavors and I will do anything for them.
- 4 The sage at a nearby library helped me realize my dreams were different than everyone else's.
- 5 I have a cat that I swear can read my mind, and I hers at time.
- 6 My dreams showed me my loved one dying, and now I do everything I can for them to avoid that fate.

d6 FLAW

- 1 I overreact to every situation.
- 2 I cannot hide my feelings no matter how hard I try.
- 3 People just don't understand me, so why try explaining things to them?
- 4 My dreams are my secret and I don't like sharing them with anyone anymore.
- 5 I agree with everyone to avoid arguments that might make me uncomfortable.
- 6 I often shirk my duties in favor of wistful daydreaming.