

The Ways of Dream and Nightmare

“To die—to sleep. / To sleep—
perchance to dream: ay, there’s the
rub! / For in that sleep of death
what dreams may come / When we
have shuffled off this mortal coil, /
Must give us pause...”

—*Hamlet*, III.i.72–76

DREAMS, THE DOMAIN OF
unconquerable thought,
may now be conquered.

Clerics of dreamer gods, sorcerers
with transcendent spirits, and
nightmare-conjuring wizards have
unlocked the intangible power
of the realm of dreams. Warlocks
of all pacts have also devised
insidious new invocations to
manipulate the dreams of mortals
and communicate with spirits
beyond this reality.



WRITING BRANDES STODDARD
COLOR ART EGIL THOMPSON
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

DOMAIN OF DREAMS (CLERIC DIVINE DOMAIN)

The Dream domain encompasses thought, memory, insight, sleep, fear, and nightmares. The gods of dreams grant revelations during slumber, offer calm in times of terror, watch over the sleeping, and forge nightmares into weapons. Some deities only reveal this esoteric aspect of their portfolio to dedicated seekers, but many gods of knowledge or wisdom more openly claim influence over the Dream domain.

DREAM DOMAIN SPELLS

Level	Spells
1st	<i>alarm, sleep</i>
3rd	<i>detect thoughts, silence</i>
5th	<i>clairvoyance, fear</i>
7th	<i>confusion, hallucinatory terrain</i>
9th	<i>dream, modify memory</i>

Dreamwalker

At 1st level, you learn the *dreaming tide* cantrip (see below) and gain proficiency in the Insight skill.

Further, you gain the ability to communicate telepathically with a sleeping creature that you can see. You don't need to share a language with the creature for it to understand your projection into its dream, but the creature must be able to understand at least one language. It clearly remembers anything you say to it during this dream. You do not perceive or enter the creature's dreamscape, and are not affected by elements of the creature's dream.



Channel Divinity: Banish Nightmares

Starting at 2nd level, you can use your Channel Divinity to ease the fears of others. As an action, you can end the frightened condition on every ally within 30 feet. Each ally whose frightened condition you end also gains advantage on their next attack roll before the beginning of your next turn and gains a number of temporary hit points equal to 1d6 + your cleric level.

Slumbering Sentinel

Starting at 6th level, you are fully alert while sleeping, and can instantly awaken yourself from nonmagical sleep. When you complete a long rest, you or another creature within 30 feet of you that has also just completed a long rest may choose one of the following. These effects do not cost a spell slot or any material components, and they duplicate the effects of one of the following spells:

- ▶ *augury*, delivered as a dream.
- ▶ *enhance ability*, resulting from a dream of the associated animal. The duration of this effect begins when the creature choosing it spends an action to cast it. The power fades if not used before the creature completes another long rest. The effect requires the creature's concentration once cast.
- ▶ *lesser restoration*, targeting the creature that chooses this effect.
- ▶ *warding bond*, targeting you or one creature of your choice. The duration of this effect begins when the creature choosing it spends an action to cast it. The power fades if not used before the creature completes another long rest.

Potent Spellcaster

Starting at 8th level, add your Wisdom modifier to the damage you deal with your cleric cantrips.

Open Game Content

The game rule information in this article is designated Open Game Content. All of the other material in this article, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text, character and place names, trade dress, "EN Publishing," "EN World," "EN5ider," EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.



Channel Divinity: Bind Nightmares

Starting at 17th level, you can protect your allies from the kinds of harm inflicted by nightmares, and harness that power to turn back against those who wield it. When you or a creature within 30 feet would suffer necrotic or psychic damage, you can spend a reaction to expend one use of Channel Divinity, halving the damage suffered by all targets of that effect and absorbing some of the necrotic or psychic power into your divine focus.

When you use Channel Divinity in this way, your divine focus absorbs power for up to one minute. You can expend this absorbed power: as a bonus action, choose one creature that you can see within 30 feet. That creature rolls a Wisdom saving throw, suffering 4d10 + your cleric level damage on a failed saving throw, or half as much damage on a success. This damage is of the same type the focus absorbed. Aberrations are vulnerable to psychic damage from this feature, and undead are vulnerable to necrotic damage from this feature.

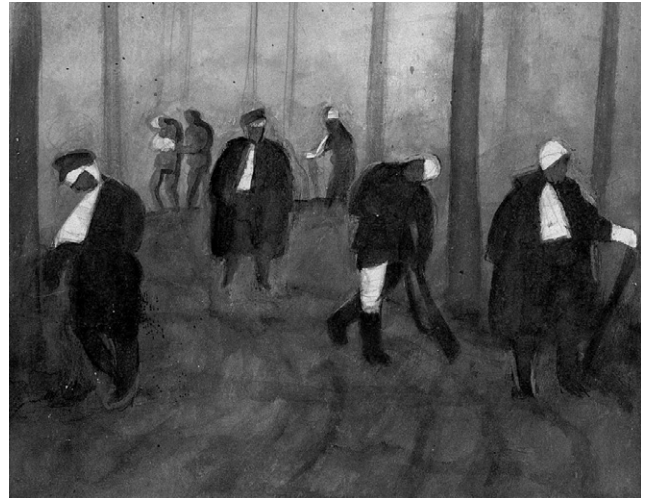
TRANSCENDENT SOUL (SORCEROUS ORIGIN)

Your innate magic comes from your soul's longing to transcend the shackles of flesh and move among the planes. This journey begins with the powers of dream and revelatory insight, and might come from a natural gift for dreams or result from a vision quest you undertook. As you grow, your soul finds new sympathy with both the Ethereal and Astral planes, until at last you reflexively slip across planar boundaries when threatened with harm.

As they come to leave material limitations behind, many transcendent sorcerers find it harder to spend any great effort on the concerns of things that are limited to the Material Plane.

Dreamer's Gifts

At 1st level, you learn the *dreaming tide* cantrip (see below), and you gain proficiency in the Insight skill.



Transcendent Mind

Psychic power washes over your mind like water over stone. You gain resistance to psychic damage, and no amount of psychic damage can interrupt your concentration.

Bad Dream

Starting at 6th level, when you cast a spell of 1st level or higher that would normally deal damage, but fails to deal damage because of a missed attack roll, a successful saving throw, or damage immunities, you may spend 2 sorcery points to retain the expended spell slot.

Ethereal Nature

Starting at 14th level, you learn the *etherealness* spell. It does not count against your spells known. When you end the duration of an *etherealness* spell that you cast, you regain sorcery points equal to the level of the spell slot used to cast *etherealness*. Once you regain sorcery points in this way, you may not do so again until you complete a short or long rest.

Planar Transcendence

Starting at 18th level, you learn the *astral projection* spell. It does not count against your spells known.

Additionally, when you would take any type of damage except force damage, you may expend sorcery points to reduce that damage as a reaction. Reduce the damage taken by 1d10 for each sorcery point that you spend.

SCHOOL OF NIGHTMARES (WIZARD SCHOOL)

The School of Nightmares is a twisted, deviant school derived from the teachings of necromancy and illusion to inflict, spread, and exploit fear. Though it is possible to wield such power for positive ends, most practitioners of the art of nightmares study it for evil.

Nightmare's Apprentice

You learn the *dreaming tide* cantrip (see below) and gain proficiency in the Intimidation skill. When you cast an illusion spell of 1st level or higher as part of an Intimidation ability check, you may make an Intelligence (Intimidation) check instead of a Charisma (Intimidation) check.

Dread Power

When a creature fails a saving throw against a spell you cast by 5 or more, it is frightened of you until the end of your next turn.

When a creature that is frightened of you takes damage from a spell you cast, it takes an additional 1d8 psychic damage.

You can evoke the dreams of even the dead, ignoring an undead creature's immunity to the frightened condition. It instead has advantage on its saving throw against your spells and effects that bestow the frightened condition.

Sudden Panic

Starting at 6th level, you can cast *fear* as a bonus action rather than an action. Additionally, you may cast *fear* as a bonus action even if you used your action to cast a spell of 1st level or higher.

You are immune to the frightened condition as long as at least one creature within 30 feet that is frightened of you.

Reign of Terror

Starting at 10th level, while at least one creature within 30 feet is frightened of you, you may use a bonus action to force its nearest ally that can see it to make a Charisma saving throw against your spell save DC. On a failure, the creature becomes



frightened of you for 1 minute. A creature that fails this saving throw may attempt a new saving throw at the end of each of its turns, ending the frightened condition on a success. Once you use this feature, you must complete a short or long rest before you may do so again.

Through a Nightmarish Mirror

Starting at 14th level, when you deal damage with a spell, you may change its damage type to necrotic or psychic. You may do so a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses when you complete a long rest.

When you deal damage to a creature with resistance or immunity to necrotic damage, you ignore its resistance or immunity unless it also has resistance or immunity to psychic damage.

New Spell

Dreaming Tide

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You evoke the dreams and nightmares of a creature you can see within range. The target makes a Charisma saving throw, suffering 1d6 psychic damage on a failure. A creature that is frightened of you takes an additional 1d6 damage. Damage from this spell does not wake sleeping creatures.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ELDRITCH INVOCATIONS

Many warlocks hear their patrons in speaking to them dreams, and a rare few hear their patrons whisper secret words with the power to twist the dreamscape around them. The following invocations can be used by warlocks of any patron.

Dreaming Blade

Prerequisite: 5th level, Pact of the Blade feature

As a bonus action, you can cause your pact weapon to deal psychic damage rather than bludgeoning, piercing, or slashing damage until the end of your turn. When you deal psychic damage to a creature with your pact weapon, you learn whether that creature is immune to the charmed and frightened conditions. Your pact weapon can strike any frightened creature within 30 feet of you as if you were adjacent to the creature.

Dreamwalk

Prerequisite: *dream* spell

When you cast *dream* and target a friendly creature, the spell's messenger can teleport to the target's location if it and the target are both willing. Using this feature adds a material component to the *dream* spell: a hand mirror worth at least 300 gold pieces, which is consumed in the casting.

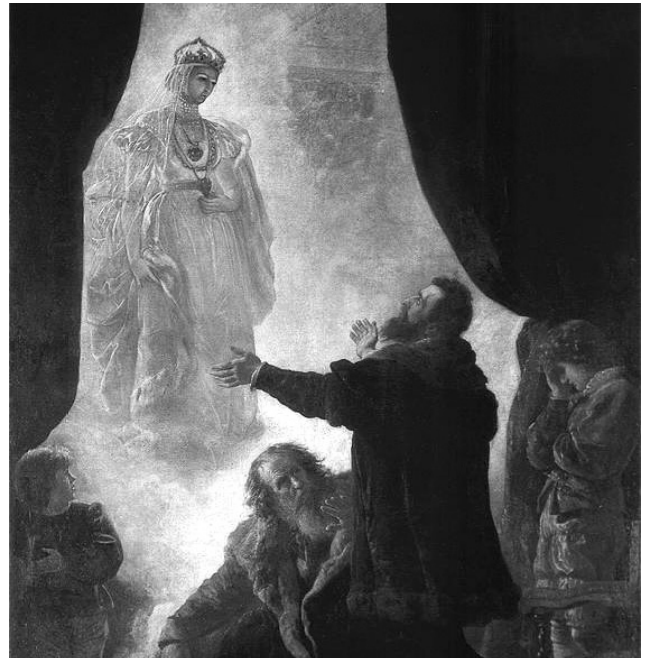
Friend against Fear

Prerequisite: *find familiar* cantrip

When a spell or effect would cause both you and your familiar to become frightened if you fail a saving throw, neither of you are affected if either of you succeeds the saving throw.

Nightmare Mask

A creature that is frightened of you, or a creature that you successfully intimidate with a Charisma (Intimidation) check, does not remember your appearance or identity after the encounter, unless you choose for them to remember you.



Nightmare Ward

You learn a ceremony that requires 10 minutes to perform and affects an area with a radius of 30 feet. Creatures that begin a long rest in that area automatically succeed Wisdom saving throws against the *dream* spell for the next 8 hours. They are also immune to the psychic damage of a *geas* spell for that duration. Once you perform this ceremony, you may not do so again until you complete a long rest.

Ominous Dreams

As part of any short or long rest, you can cast *augury* without expending a spell slot. This does not require verbal, somatic, or material components. If cast as part of a short rest, you must complete a long rest before you may use this invocation again.

Word of Doom

Prerequisite: 9th level, *fear* spell

When you cast *fear*, you can use either your action or your bonus action to do so, and you do not require somatic or material components. If all creatures in the spell's area succeed their saving throws or are immune to the frightened condition, you regain the expended spell slot. 