

DREAM WALKER

Created in the minds of deranged cultists and brought to life through old blood magic, Dream Walkers come into existence through the sacrifice of someone who dedicated their lives to their dreams. After the transformation, they exist only as a living nightmare.

Monstrous Creations. Formed from the body of a living being and warped by old magic to make a mass of writhing tentacles surrounding a gaping mouth where a human head used to be.

Magical Source. Dream walkers carry powerful magical items in the sacks in their torsos which feed them their power. These items can vary from magical weapons to rare crystals that are used in their creation process. Destruction of the pouch means destruction of the dream walker.

DREAM WALKER

Large aberration, chaotic evil

Armor Class 16

Hit Points 85 (10d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	12 (+1)	18 (+4)	6 (-2)

Saving Throws Str +6, Con +6, Wis +7

Skills Insight +5, Perception +5

Damage Resistances psychic

Condition Immunities blinded, charmed, deafened, frightened

Senses blindsight 60 ft. passive Perception 14

Languages -

Challenge 6 (2300 XP)

Clouded Mind. The dream walker emits a 30 foot aura that attempts to cloud the minds of its enemies. Each creature within the area must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature feels like it is in a thick fog, cannot see beyond 20 feet (unless it has blindsight or tremorsense), and has disadvantage on ranged attacks. This lasts for 24 hours, or until the dream walker dies. On a successful save, the creature becomes immune to this effect for 24 hours.

ACTIONS

Multiattack. The dream walker can make 4 tentacle attacks.

Tentacle Smash. *Melee Weapon Attack:* +6 to hit, reach 15 ft., *Hit:* 6 (1d6+3) bludgeoning damage. Target must make a DC 14 Strength saving throw or be pushed back 10 feet.

Tentacle Wrap. *Melee Weapon Attack:* +6 to hit, reach 15 ft., *Hit:* 6 (1d6+3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the creature is restrained. While a creature is grappled, the dream walker makes one less tentacle attack.

REACTIONS

Dream Warp. When the dream walker is the target of a melee attack, it can force the attacker to make a DC 15 Wisdom saving throw. On a failed save, the target is under the effects of the spell confusion for 1 round.

