

# RAVENLOFT

# GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



THE  
NIGHTMARE  
COURT





# PROLOGUE: LULLABIES AND HUSHABYES

*When you lie awake at night, heart pounding in your chest. When you wibe in the grip of an unbreakable dream. When you sit with the light on, waiting for the shadows to pass. These are all the gifts of a single creature of myriad forms. Once, I resisted his blessings, but now I have come to see them for what they are - a mercy. You see, he showed me what I have long suspected in the depths of my heart - the waking world is a lie,*

## WHO ARE THE NIGHTMARE COURT?

The Nightmare Court are reflections of a sinister entity at the heart of the Nightmare Lands, a domain of dread that holds mastery over the sleeping terrors of mortals. Each member of the court influences and beguiles dreamers with a particular kind of terror. Immortal, ineffable, inscrutable - these eternal horrors have plagued the night hours of mortals longer than anyone still living can attest to.

All members of the Nightmare Court possess the following trait.

**Dreamwalker.** The Dreamwalker is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner. The dreamwalker can enter the dream of any creature it can sense with this ability, turning it into a Dreamscape on entering.



## WEB OF DREAMS

Each member of the Nightmare Court contributes to maintaining the Web of Dreams, an immaterial network that span the entire material plane. The web touches on every world in existence, and draws nightmares to it like moths to a flame. Any creature that dreams of horror risks the attention of the Court, who manifest in those dreams to drive them to ever greater heights of misery. Particularly terrible dreams might inspire members of the Court to spirit the dreamer away in truth, vanishing their astral form into the Nightmare Lands forever. The Court are unable to affect the physical world except through the Web of Dreams.

**Walking the Web.** A character that casts the Dream spell becomes a potential target for the Web of Dreams, regardless of the nature of the dream they intend to impose on the target. A character casting the Dream spell, Project Image or Astral Projecting whilst touching the body of a creature trapped in the Web of Dreams can enter the tainted dream in their astral form.

Other abilities that are particularly vulnerable to being dragged into the Web of Dreams include the Night Hag's haunting ability, etc.

## THE NIGHTMARE LANDS

There is speculation that beyond the Web of Dreams lies a land of strange sights and stranger sounds where the Nightmare Court make their lair. If so, none have ever seen it and returned alive. To enter such a place would be to surrender your sanity to the dream, and ascend to a new, higher form of being. Scholars on the subject have long debated whether the Nightmare Court are remnants of those foolish enough to tread the paths of these 'Nightmare Lands', but the veracity of this is unknown.

## FOILS AND FOLKLORE

The immortal spirits of the Nightmare Court have terrorized the mortal world for centuries uncountable. Those who delve into scarce texts that mention the Court may find that those works speak of traditional ways to ward off the nightmares.

**Salt en'circled, sacred line  
Keep me safe, both me and mine  
Iron breaks and iron binds  
Touching burns and bites and blinds  
Last the name of horrors say  
Drive it hence, faerie away!**



## DREAMSCAPES

A creature who has their dreams disturbed by the Nightmare Court is in for a rough night. Each member of the court is able to transform normal dreams into semi-real Dreamscapes. Dreamscapes are a part of the Web of Dreams, and follow several general rules.

- A sleeper trapped in a Dreamscape is unable to be roused conventionally until the dreamscape has resolved.
- Elves and Half-Elves in Trance cannot be unwillingly pulled into a Dreamscape, but feel the pull as a summons they may choose to answer.
- A member of the Nightmare Court decides when the Dreamscape ends, allowing the dreamer's astral form to return to the waking world.
- A dreamer is tethered to their sleeping form by a silvery cord that extends from between their shoulder blades and trails behind them, fading to invisibility after 1 foot. This cord is their tether to their material body. As long as the tether remains intact, they can find your way home. If the cord is cut--something that can happen only when an effect specifically states that it does--soul and body are separated, killing the affected creature instantly.
- When a member of the Nightmare Court turns a dream into a Dreamscape by entering it, they can add two minor effects and one major effect to it from the Nightmare Manifestation list below. Each kind of manifestation is associated with a particular member of the Court. Members of the court can pick and choose whichever effects they wish, though they often choose to stay within their areas of interest. Manifestations do not affect members of the Court, or their creatures under their command, unless they wish it.
- A creature trapped in a Dreamscape acts normally, and takes damage as they would if they were awake. A creature reduced to 0 hit points in the dream awakens with a level of exhaustion.
- Any effect that allows a being to move between planes, if used, awakens the dreamer immediately. A creature can also use *plane shift*, *gate* or similar magic to enter a dream
- Spells such as *astral projection*, *dream* and *sending* can be used to contact a creature inside a dreamscape.
- Enchantments and other magic used to affect a creature's mind do not affect that creature in the waking world unless the ability says otherwise
- A creature can use an action to make a Charisma check to alter a nonmagical object that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large or larger. On a success, the creature changes the object into another nonliving form of the same size, such as turning a boulder into a ball of fire. The Nightmare Court automatically succeed on any such check.
- Creatures appear in a Dreamscape with dream versions of the items they were carrying when they went to sleep.

### NIGHTMARE MANIFESTATION

	Associated With	Minor Effect	Major Effect
<b>Trance</b>	Hypnos	The character's body murmurs in its sleep, spilling out secrets, lies or other hurtful utterances	Whilst the character dreams, their body gets up and obeys a single <i>suggestion</i> made by Hypnos
<b>Transmogrificate</b>	Morpheus	The character suffers degrading cosmetic changes to their body, equipment or hair.	The character's astral form is polymorphed into a beast for the duration of the dream
<b>Masquerade</b>	The Ghost Dancer	Creatures trapped in the dream are not aware they are dreaming.	Everyone in the dream acts and sings out their actions in lengthy, well-orchestrated scenes
<b>Forked Tongues</b>	The Rainbow Serpent	Creatures have disadvantage on Wisdom (Insight) checks	The character has disadvantage on saving throws against mind-influencing magic
<b>Mastery of the Dream</b>	The Nightmare Man	Creatures do not remember the dream when they wake	Damage dealt to the character in the dream affects their sleeping body
<b>Witching Hour</b>	Mullonga	All terrain is Difficult Terrain, seeming to trip, confuse and confound those within it	Plane-shifting abilities cannot be used to exit the dream.

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## MORPHEUS

The rabbit-headed master of change and mutability, Morpheus preys on those who are at the brink of some great evolution or discovery. Perhaps an artist completing their life's work or a Wizard on the brink of some great discovery. Morpheus loves nothing more than terrorizing any such victim into the worst possible choice, by sending them vivid nightmares of lurid landscapes, abstract horrors and non-euclidean nonsense. Each morning, the dreamer awakes frightened and confused at the strange things they've seen, eventually succumbing to their stress and breaking down. Of all the Nightmare Court, Morpheus uses the power to alter terrain with the most creativity. Soaring skies filled with shimmering rainbows of teeth. Voids whispering with unknown fingers of those you love. A stairwell that extends infinitely in either direction, trapped in an escher-like fugue.

To meet Morpheus is to know the capricious whimsy of a creature older than the concepts of space, time and reality. Morpheus yearns for a return to those times, when matter and meaning melded into one under ever-changing stars. It is attracted to dreamers, creatives and others whose mental energies shine brightly in the Web of Dreams. Once it finds a victim, Morpheus harasses them endlessly, drinking in deeply from their sorrow.



## MORPHEUS

*Medium fey, chaotic neutral*

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., fly 60 ft.

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

**Saving Throws** DEX +7, WIS +4

**Skills** Acrobatics +7, Sleight of Hand +7

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Passive Perception 10

**Languages** All

**Challenge** 10 (5,900 XP)

**Twisting Step (Recharge 4–6).** As a bonus action, Morpheus can teleport up to 30 feet to an unoccupied space it can see.

**Dreamwalker.** Morpheus is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Morpheus can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape on entering.

**Discorporation.** If Morpheus is reduced to 0 hit points, he vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Morpheus has the following flaws:

- Morpheus is Frightened of any creature that calls him by his name, bypassing his immunity to the condition
- Morpheus cannot enter the dream of a creature protected by an unbroken circle of salt
- Morpheus takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Morpheus' innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *polymorph*, *fabricate*, *creation*, *passwall*

3/day each: *mass polymorph*, *mirage arcane*

1/day each: *true polymorph*, *time stop*

## ACTIONS

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



## THE GHOST DANCER

The ticking of clockwork and the whirl of the dance haunt the dreams of those visited by the Ghost Dancer. Porcelain eyes stained black with ichorous tears, she dances the night away, weaving a dramatic dreamscape that survivors sometimes describe as an ethereal ballet replete with majestic orchestration. Within the bounds of the ballet, actors must twirl and leap their way throughout the grisly scenes put before them. The Ghost Dancer is drawn to those who nurse guilt, mocking them with their feeble remorse, and creating a horrible ballet which always ends in tragedy. The Dancer rarely works in anything so direct as violence, preferring to act through oblique metaphor. A character who bears guilt over the loss of a child, for instance, might find themselves in a mysterious sequence, such as one in which they chase faster and faster after a basket downriver, which they eventually find to be a bloody cradle. The Dancer is roused to anger when outside forces interfere with her intricately arranged dream tableaux and only then does she willingly intervene, to protect the integrity of the piece.

The Ghost Dancer visits her victims until they resolve the source of their guilt in the waking world, or until they perish.



### THE GHOST DANCER

*Medium fey, chaotic neutral*

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** CON +4, WIS +5

**Skills** Acrobatics +9, Performance +8

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Passive Perception 11

**Languages** Understands all, cannot speak

**Challenge** 8 (5,900 XP)

**Wandering Steps.** If the Ghost Dancer moves more than 10 feet on her turn, she turns invisible and remains so until she next moves or casts a spell.

**Dreamwalker.** The Ghost Dancer is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. The Ghost Dancer can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape

on entering.

**Discorporation.** If The Ghost Dancer is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** The Ghost Dancer has the following flaws:

- The Ghost Dancer is Frightened of any creature that calls her by her name, bypassing her immunity to the condition
- The Ghost Dancer cannot enter the dream of a creature protected by an unbroken circle of salt
- The Ghost Dancer takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** The Ghost Dancer's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *enthrall*, *eyebite*, *mislead*

3/day each: *otto's irresistible dance*, *compulsion*

1/day each: *dominate monster*

#### ACTIONS

**Inconvenient Foot.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 5) bludgeoning damage.



## HYPNOS

An erudite looking elven gentleman with a fancy hat and a waistcoat, Hypnos appears the very soul of respectability. His dreamscapes are always the same - a psychotherapist's lounge, replete with couch, books and other antique decor. The room has a single door, and exiting through the door leaves the dreamscape. Hypnos is patient, and calmly offers the victim advice whenever they appear in the dreamscape - if the patient chooses to leave, Hypnos lets them. He continues to wait, patiently, night after night, until the victim stays out of curiosity, or for any other reason. At this point, Hypnos begins to corrupt them with his honeyed suggestions, slowly dragging them down into a mire of confusion, self-pity, and self-hatred. He considers his work done when the victim dies. He frequently implants suggestions into his patients heads, which trigger during their waking hours and serve to prove some hidden point the next time the victim visits Hypnos in their sleep.

Hypnos seeks out dreams filled with anxiety or confusion, looking for the vulnerable he can manipulate into even greater disasters (ensuring he can feed off them again and again as time goes on). Hypnos ends his 'sessions' early if they degrade into violence, but he isn't angry - just disappointed. He returns the next evening to revisit the topic.



## HYPNOS

*Medium fey, chaotic neutral*

Armor Class 14 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	21 (+6)	16 (+3)	20 (+5)

**Saving Throws** DEX +5, WIS +7

**Skills** Insight +7, Deception +9

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Passive Perception 13

**Languages** all

**Challenge** 6 (5,900 XP)

**Diplomatic Immunity.** Enchantments cast by Hypnos on creatures in a dreamscape affect those creatures in the waking world.

**Dreamwalker.** Hypnos is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Hypnos can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape on entering.

**Discorporation.** If Hypnos is reduced to 0 hit points, he vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Hypnos has the following flaws:

- Hypnos is Frightened of any creature that calls him by his name, bypassing his immunity to the condition
- Hypnos cannot enter the dream of a creature protected by an unbroken circle of salt
- Hypnos takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Hypnos's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *suggestion*, *detect thoughts*

3/day each: *geas*, *hypnotic pattern*, *calm emotions*

1/day each: *modify memory*, *feeblemind*

## ACTIONS

**Misgiving Slap.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.



## THE RAINBOW SERPENT

Almost a myth among the Court, the Rainbow Serpent is without a doubt the most subtle in her workings. She slithers into the dreams of those who harbor paranoia, and works to widen the cracks by whispering dark suspicions into their ears. The Rainbow Serpent is perhaps the weakest of the court in combat, but the hardest to pin down, as victims are seldom aware of her presence until it is far too late. She often appears as a close friend or confidant to dreamers, using the implicit trust of such a relationship to bypass suspicions. The rainbow serpent keeps her dreamscapes as close to the waking world as possible, to try and instill a sense of normality in her victims, whilst she poisons them with her rumours.

The Rainbow Serpent chooses her victims very carefully, targeting those who are experiencing a great strife of difficulty in their personal relations. These are the victims she finds easiest to break - when the targets inevitably succumb to her lies and engages in a disastrous break of relations with their friends, family or loved ones, this provides the Rainbow Serpent with a rush of emotion she craves. Once the Rainbow Serpent has achieved this, she leaves to find new, fresher meals to consume, leaving woe and discord behind her.



### THE RAINBOW SERPENT

*Small fey, neutral evil*

Armor Class 17 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30ft. fly 120ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	24 (+7)

**Saving Throws** CON +4, INT +4

**Skills** Insight +9, Deception +15, Persuasion +15

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Passive Perception 11

**Languages** all

**Challenge** 4 (5,900 XP)

**Iridescent Falsehood** The Rainbow Serpent is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses.

**Dreamwalker.** Rainbow Serpent is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Rainbow Serpent can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape

on entering.

**Discorporation.** If Rainbow Serpent is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Rainbow Serpent has the following flaws:

- Rainbow Serpent is Frightened of any creature that calls her by her name, bypassing her immunity to the condition
- Rainbow Serpent cannot enter the dream of a creature protected by an unbroken circle of salt
- Rainbow Serpent takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Rainbow Serpent's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *friends*

3/day each: *sympathy/antipathy*, *feeblemind*

1/day each: *glibness*

#### ACTIONS

**Truth Serum.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage and the target is poisoned for 1 minute. Whilst poisoned, the target cannot knowingly tell a lie.



## MULLONGA

Perhaps the least original, but the widest ranging of the Nightmare Court, Mullonga seeks those with deep phobias. A hideous crone, she delights in the harrowing of arachnaphobes with hordes of spiders, or placing those afraid of heights on the edge of a rooftop in a storm. Her nightmares usually take the form of a chase, with the victim fleeing the source of their fear down a long tunnel or up a staircase. Each night, the monsters get a little closer, and the victim becomes less and less willing to sleep.

Undoubtedly the least subtle of the court, Mullonga wields fear as a mason might swing a hammer. There is little art to her work compared to the spiderlike intrigues of the rest of the Nightmare Court, but she derives as much satisfaction from her methods as the others, and her way is perhaps more horrible than the others combined.

Mullonga's criteria for choosing a victim is blissfully simple - when a dreamer exhibiting a powerful phobia touches the Web of Dreams, it sends tremors down the strands. Mullonga seeks these out with glee, scuttling down to invoke her hideous magic to escalate the dream into a full fledged nightmare. The terror begotten by this is sweet ambrosia to Mullonga, who will stay with the same victim for nights on end, until the dreams begin to lose their savor.



## MULLONGA

*Medium fey, chaotic evil*

Armor Class 17 (natural armor)  
Hit Points 112 (15d8 + 45)  
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Passive Perception 16

**Languages** all

**Challenge** 5 (5,900 XP)

**The Smell of Fear.** Mullonga knows the direction and distance to any creature in her Dreamscape.

**Dreamwalker.** Mullonga is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner. Mullonga can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape on entering.

**Discorporation.** If Mullonga is reduced to 0 hit points, she vanishes, reappearing in the Web of Dreams in 1d4 days.

**Faerie Weaknesses.** Mullonga has the following flaws:

- Mullonga is Frightened of any creature that calls her by her name, bypassing her immunity to the condition
- Mullonga cannot enter the dream of a creature protected by an unbroken circle of salt
- Mullonga takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** Mullonga's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *conjure fey*, *major image*

3/day each: *illusory dragon*, *fear*

1/day each: *weird*

## ACTIONS

**Multiattack.** Mullonga makes three attacks with her Jagged Fingernails.

**Jagged Fingernails.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.



## THE NIGHTMARE MAN

The Nightmare Man, thought to be the leader of the Court (though there is little evidence for this other than the raving of dream-plagued lunatics) appears seldom. A lithe figure robed in a heavy cow, he is instantly recognizable from the ever shifting mass of spiders that crawl in and out from under his robes. These spiders are dreamweaver spiders, which allow the Nightmare Man to manifest an array of powers far exceeding the capabilities of his peers. He rarely takes an active part in nightmares, preferring instead to watch the dreamer struggle from afar. Alone amongst his avatars, the Nightmare Man retains the ability to craft Night Terrors, shards of shattered dreams that sift into the waking world like sand through his fingers, and the ability to conjure dreamfire, an unholy weapon with the ability to destroy astral forms, killing the dreamer. The Nightmare Man never speaks, nor does he acknowledge the pleas or cries of his mortal prey. The Nightmare Man seeks out those dreams that resonate particularly strongly with grief, pain or fear. The Nightmare Man has been known to display the abilities of all other members of the court, and there are fears that there are powers he has yet to display.

### THE NIGHTMARE MAN

*Medium fey, chaotic evil*

Armor Class 17 (natural armor)  
Hit Points 135 (18d8 + 54)  
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	26 (+6)	27 (+6)	30 (+10)

**Saving Throws** DEX +8, CON +8, WIS +14

**Skills** Intimidation +18, Insight +14

**Damage Resistances** Cold, Lightning, Necrotic

**Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

**Senses** Truesight 120ft., passive perception 16

**Languages** all

**Challenge** 19

**Nightmares Made Flesh.** Creatures cannot be immune to Frightened conditions generated by the Nightmare Man. Creatures that can see the Nightmare Man are frightened of it.

**Dreamwalker.** Mullonga is aware of the presence of creatures that are asleep and ensnared by the Web of Dreams. It knows what the creature is dreaming about, and its name, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

The Nightmare Man can enter or leave the dream of any creature it can sense with this ability, turning it into a Dreamscape on entering.

**Disincorporation.** If The Nightmare Man is reduced to 0 hit points, he vanishes, reappearing in the Web of Dreams in 1d4 days.

**Legendary Resistance (3/day).** If The Nightmare Man fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** The Nightmare Man has advantage on saving throws against spells and other magical effects.

**Faerie Weaknesses.** The Nightmare Man has the following flaws:

- The Nightmare Man is Frightened of any creature that calls him by his name, bypassing his immunity to the condition
- The Nightmare Man cannot enter the dream of a creature protected by an unbroken circle of salt
- The Nightmare Man takes 20 psychic damage if it ends its turn touching iron.

**Innate Spellcasting.** The Nightmare Man's innate spellcasting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no components:

At will: *fear, phantasmal killer*

3/day each: *weird, mental prison, psychic scream*

1/day each: *invulnerability, time stop*

### ACTIONS

**Dreamweaver Spiders.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the Nightmare Man can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

**Dreamfire.** Ranged Spell Attack: +18 to hit, reach 30ft., one target. Hit: 12d6 fire damage. If this attack hits a creature trapped in a Dreamscape, the damage affects their sleeping body in the real world as well as their astral form. A creature reduced to 0 hit points by Dreamfire is destroyed utterly, leaving only ashes behind.



## LEGENDARY ACTIONS

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

**Teleport.** The Nightmare Man magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

**Cast a Spell** (Costs 2 Actions). The Nightmare Man casts one of the spells from his Innate Spellcasting feature.

**Horror Unbound** (Costs 3 Actions). The Nightmare Man takes off his hood, briefly revealing his true form. All creatures that can see him must succeed on a DC26 wisdom saving throw or gain a Short Term Madness trait until the end of their next turn.

## LAIR ACTIONS

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Whilst The Nightmare Man is in a Dreamscape, they can take lair actions as long as they aren't incapacitated.

On initiative count 20 (losing initiative ties), The Nightmare Man can take one of the following lair action options, or forgo using any of them in that round:

- The Nightmare Man conjures a **night terror** which obeys his unspoken commands. Night terrors have the statistics of **maw demons**, but are fey creatures.
- The Dreamscape changes entirely in scenery and tone. Creatures cannot be placed in immediate harm by the use of this ability, and remain the same distance relative to each other.
- The Nightmare Man can move through terrain and gains a fly speed of 120ft until initiative count 20 of the next round.

