

DREAMKIN

Dreamkin are a mystical and elusive race of tiny fey creatures that inhabit the enchanted woods of the realm. They are known for their incredible magical abilities, which they use to protect their forest homes from harm and to manipulate the dreams of those who wander too close to their territory.

Wardens of the Wood. The Dreamkin are fiercely protective of their enchanted forest homes, and will go to great lengths to keep them safe from harm. They use their powerful magic to manipulate the dreams of outsiders, leading them astray or luring them away from their territory.

Elusive and Mysterious. Dreamkin are rarely seen by outsiders, as they are skilled at remaining hidden and keeping their presence a secret. Those who do catch a glimpse of a Dreamkin are said to be blessed with good luck and sweet dreams for many nights to come.

Masters of Illusion. Dreamkin are masters of illusion magic, and use their abilities to create intricate and fantastical dreamscapes to protect their homes. They are able to manipulate the perceptions of those around them, creating powerful illusions that can be difficult to distinguish from reality.

Vengeful Protectors. Despite their small size, Dreamkin are fierce and vengeful protectors of their forest homes. They will not hesitate to use their powerful magic to strike down those who would threaten their territory, or to use their illusions to lead trespassers into danger.

Magical Beings. Dreamkin are magical creatures, and their bodies are suffused with the magic of the realm. They are able to draw upon this power to perform incredible feats of magic, and their bodies are infused with the energy of the enchanted forest.

Spirits of the Enchanted Woods. Dreamkin are said to be the spirits of the enchanted woods themselves, brought to life by the magic of the realm. They are deeply connected to the magic of the forest, and are able to draw upon its power to fuel their incredible magical abilities.

Corrupted by the Nightmare Realm. Unfortunately, some Dreamkin have been corrupted by the dark energies of the Nightmare Realm. These twisted creatures are consumed by a thirst for power and vengeance, and use their once-gentle magic to create terrifying nightmares and deadly illusions. They have been known to ambush unwary travelers, drawing them into their nightmarish dreamscapes and trapping them there forever.



DREAMKIN'S DEMIPLANES

Dreamlandia is a benevolent and vibrant realm, while the Nightmare's Demiplane is a dark and twisted nightmare.

Dreamlandia. When a creature falls asleep under the effect of a Dreamkin's slumbering aura, they are transported to Dreamlandia. This plane is a strange, surreal realm that exists entirely within the Dreamkin's mind and appears as a vast, lush forest filled with verdant greenery. The following effects occur within Dreamlandia:

- The Dreamkin is considered to have the spellcasting ability of a 10th-level spellcaster, and can cast any spells available to a 10th-level spellcaster, as well as create any nonmagical item within the dream at will.
- Dreamlandia is vast, but its precise dimensions are difficult to discern. It seems to stretch on forever in every direction, with no visible horizon or edge.
- Any creature within Dreamlandia is considered to have the benefit of a long rest upon awakening, regardless of how long they have been asleep.
- The Dreamkin can communicate with any creature within the dream as if they shared a language, and can alter the dreamscape to suit their desires.
- Any creature within Dreamlandia is considered to have the benefits of the *hero's feast* spell for the duration of their stay.
- The Dreamkin is unable to cause any harm or damage to any creature within the dream, and is considered to be a benevolent and helpful deity-like figure.

Nightmare's Demiplane. When a creature falls asleep under the effect of a powerful Nightmare Dreamkin's aura, they are transported to the Nightmare's Demiplane. This plane is a dark, twisted realm of nightmare and terror, where the Nightmare Dreamkin reigns supreme. The following effects occur within the Nightmare's Demiplane:

- The Nightmare Dreamkin is considered to have the spellcasting ability of a 20th-level spellcaster, and can cast any spells available to a 20th-level spellcaster, as well as create any nonmagical item within the nightmare at will.

- The Nightmare's Demiplane is a twisted and surreal reflection of the real world, filled with dark forests, towering mountains, and endless, twisting caverns. Everything appears in shades of black and red, with jagged edges and sharp angles.
- Any creature within the Nightmare's Demiplane is considered to have the effects of the *nightmare* spell cast upon them for the duration of their stay.
- The Nightmare Dreamkin can communicate with any creature within the dream as if they shared a language, and can manipulate the dreamscape to suit their darkest desires.
- Any creature within the Nightmare's Demiplane is considered to have the effects of the *bestow curse* spell cast upon them for the duration of their stay.
- The Nightmare Dreamkin is able to cause harm and damage to any creature within the dream, and is considered a dangerous and malevolent figure. In the Nightmare's Demiplane, the Nightmare Dreamkin has a CR increased to 22 (41,000 XP) and a hit point maximum five times higher than normal for a creature of its type, except for the Lady of the Dreamrealm who remains unaffected by these changes.

Once a creature within the Nightmare's Demiplane is damaged by the Nightmare Dreamkin, it will awaken in 3 rounds. Any damage and effects suffered within the dream will carry over to the creature's physical body upon waking.



NIGHTMARE

6th-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of pitch and a black feather)

Duration: 8 hours

This spell can only be cast on a sleeping creature. When you cast this spell, the sleeping creature is transported to the Nightmare's Demiplane, a dark and twisted realm of nightmare and terror. If you choose, you can accompany the creature to witness the horrors it endures.

While within the Nightmare's Demiplane, the creature experiences a terrifying and traumatic dream, the details of which are determined by the caster. The creature must make a Wisdom saving throw at the end of each hour. On a failed save, the creature gains a long-term madness, as determined by the game master. On a successful save, the creature suffers no ill effects.

If a creature fails three saving throws against this spell, they gain an indefinite madness as a result of their prolonged exposure to the horrors of the Nightmare's Demiplane.

WILLOWBREEZE DREAMKIN

Willowbreeze Dreamkin are known for their good-hearted nature and their role as caretakers in the Dreamlandia. They work closely with the workers for the Lady of the Dreamrealm to ensure that all creatures within the realm experience pleasant dreams. With their gentle and calming presence, Willowbreeze Dreamkin are often sought out for their ability to ease troubled minds and provide a sense of peace.

HOLLOW DREAMKIN

Hollow Dreamkin are the Lady of the Dreamrealm's loyal soldiers and enforcers, tasked with carrying out her laws and maintaining order within the Dreamlandia and Nightmare's Demiplane. They are the guardians of the Dream Gate, which serves as a bridge between the two planes. Hollow Dreamkin are unwavering in their devotion to the Lady and will do whatever it takes to ensure her will is carried out, no matter the consequences.

LADY OF THE DREAMREALM

The Lady of the Dreamrealm is the ruler and creator of the Dreamlandia and Nightmare's Demiplane. Her

immense power and control over dreams and nightmares is unparalleled, and her subjects both revere and fear her. As the embodiment of dreams and the unconscious mind, the Lady is both beautiful and terrifying, appearing as a benevolent figure to those she favors and a nightmarish entity to those who cross her. Her will shapes the very fabric of the Dreamlandia and Nightmare's Demiplane, and her whims can have a profound effect on those who enter her domain.



art: midjourney

WILLOWBREEZE DREAMKIN

Tiny fey, neutral good

- **Armor Class** 19
- **Hit Points** 24 (7d4 + 7)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	28 (+9)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

- **Skills** Arcana +3, Perception +4, Stealth +11
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Sylvan
- **Challenge** 2 (450 XP)

Corrupted by Nightmare. If the dreamkin is corrupted by nightmare, its alignment changes to neutral evil. While corrupted, it gains the ability to cast *bestow curse* and *inflict wounds* once per day each, replacing the *creation* and *major image* spells. This corruption can be dispelled by a *greater restoration* spell or similar magic.

Spellcasting (Psionics). The dreamkin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *contact other plane*, *disguise self*, *dream*, *minor illusion*, *prestidigitation*
3/day each: *creation*, *etherealness*, *major image*
1/day each: *nightmare*, *sleep* (as a 5th-level spell)

ACTIONS

Dreamblade. The dreamkin conjures a blade made of pure psychic energy, which only creatures with true sight can see. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Dream's Sand (1/Day). For 1 minute, the dreamkin sprinkles sand over a sleeping humanoid within 10 feet of it. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. When 1 minute has passed, the dreamkin can choose to send the target to either Dreamlandia or the Nightmare's Demiplane (only while corrupted).

When the dreamkin uses this ability, its physical body is also transported to the chosen demiplane. However, only the mental state of the sprinkled creature is affected, and its physical body remains on the original plane in a state of deep sleep. The creature is considered unconscious and cannot be awoken by any means until the dreamkin or another external force ends the effect. The dreamkin can maintain the effect for up to 8 hours, after which the

creature automatically wakes up on the original plane.

Note that if another creature casts the spell *dream* on the affected creature, it can choose to take away the dreamkin's power, leaving it with the powers stated in the statblock.



HOLLOW DREAMKIN

Tiny fey, lawful neutral

- **Armor Class** 19
- **Hit Points** 58 (13d4 + 26)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	28 (+9)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

- **Skills** Arcana +3, Perception +4, Stealth +11
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Sylvan
- **Challenge** 5 (1,800 XP)

Corrupted by Nightmare. If the dreamkin is corrupted by nightmare, its alignment changes to neutral evil. While corrupted, it gains the ability to cast *bestow curse* and *vampiric touch* once per day each, replacing the *creation* and *detect thoughts* spells. This corruption can be dispelled by a *greater restoration* spell or similar magic.

Spellcasting (Psionics). The dreamkin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *contact other plane*, *disguise self*, *dream*, *minor illusion*, *prestidigitation*

3/day each: *creation*, *detect thoughts*, *etherealness*, *hypnotic pattern*

1/day each: *mirage arcane*, *nightmare*, *programmed illusion*, *seeming*, *sleep* (as 5th-level spell)

ACTIONS

Multiattack. The dreamkin makes two attacks with its dreamblade.

Dreamblade. The dreamkin conjures a blade made of pure psychic energy, which only creatures with true sight can see. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Dream's Sand (1/Day). For 1 minute, the dreamkin sprinkles sand over a sleeping humanoid within 10 feet of it. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. When 1 minute has passed, the dreamkin can choose to send the target to either Dreamlandia or the Nightmare's Demiplane (only while corrupted).

When the dreamkin uses this ability, its physical body is also transported to the chosen demiplane. However, only the mental state of the sprinkled creature is affected, and its physical body remains on the original plane in a state of deep sleep. The creature is considered unconscious and cannot be

awoken by any means until the dreamkin or another external force ends the effect. The dreamkin can maintain the effect for up to 8 hours, after which the creature automatically wakes up on the original plane.

Note that if another creature casts the spell *dream* on the affected creature, it can choose to take away the dreamkin's power, leaving it with the powers stated in the statblock.



LADY OF THE DREAMREALM

Tiny fey, lawful neutral

- **Armor Class** 19
- **Hit Points** 399 (42d4 + 294)
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	28 (+9)	24 (+7)	18 (+4)	22 (+6)	30 (+10)

- **Skills** Arcana +7, Deception +13, Perception +9, Persuasion +13, Stealth +12
- **Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 24
- **Languages** Common, Sylvan
- **Challenge** 26 (90,000 XP)

Legendary Resistance (3/Day). If the Lady of the Dreamrealm fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Lady of the Dreamrealm has advantage on saving throws against spells and other magical effects.

Master of Magic. The Lady of the Dreamrealm has advantage on Constitution saving throws to maintain concentration.

Spellcasting (Psionics). The Lady of the Dreamrealm casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 26, +18 to hit with spell attacks):

At will: *contact other plane, detect thoughts, disguise self, dream, mage hand, message, minor illusion, prestidigitation, vicious mockery*

3/day each: *confusion, creation, hallucinatory terrain, hypnotic pattern, major image, phantasmal force, programmed illusion, suggestion*

1/day each: *dominate person, feeblemind, illusory dragon, mass suggestion, modify memory, nightmare, power word stun, project image, sleep (as a 9th-level spell), telekinesis*

ACTIONS

Blade of Dreams. *Melee Spell Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) psychic damage.

The Lady of the Dreamrealm can also use the following abilities while wielding her Blade of Dreams:

- **Dream Strike.** When the Lady hits with her Blade of Dreams, she can choose to deal an additional 22 (4d10) psychic damage and force the target to make a Wisdom saving throw (DC 26) or become incapacitated with dream-like visions for 1 minute. The creature can repeat the saving throw at the end of each of its turns to end the effect.
- **Psychic Illusion.** The Lady can weave her psychic energy into an illusory dream, causing creatures within 30 feet of her to make a Wisdom saving throw (DC 26) or become charmed by her for 1 minute. While charmed, the creature sees the Lady as a beautiful and benevolent entity, and will not willingly attack her or her allies. If the creature takes damage, it can repeat the saving throw to end the effect.
- **Dream Eater.** When the Lady reduces a creature to 0 hit points with her Blade of Dreams, she can choose to absorb its dreams into the blade, causing it to gain a temporary boost of power. For the next 10 minutes, the blade deals an additional 22 (4d10) psychic damage on all attacks, and the Lady gains temporary hit points equal to the amount of psychic damage dealt.
- **Dream Portal (1/Day).** The Lady of the Dreamrealm slashes her Blade of Dreams through reality, opening a portal vortex that can pull in nearby creatures. Each creature within 30 feet of the Lady must make a DC 26 Strength saving throw or be pulled into the portal vortex that she creates. The portal leads to either Dreamlandia or the Nightmare's Demiplane, depending on the Lady's choice. The portal remains open until the end of the Lady's next turn.

Nightmare Form (1/Day). As an action, the Lady of the Dreamrealm can assume a terrifying form made entirely of nightmares for 1 minute:

- **Nightmarish Presence.** Any creature within 30 feet of the Lady of the Dreamrealm must make a DC 26 Wisdom saving throw or be frightened for 1 minute.
- **Reality Warp.** The Lady of the Dreamrealm can cause the dreamscapes of those around her to twist and contort into grotesque, nightmarish forms. As a bonus action, she can choose a point within 60 feet of her and warp reality within a 20-foot radius of that point. Creatures within the area must make a DC 26 Wisdom saving throw or suffer from short-term madness for 1 minute.

BONUS ACTION

Conjure Blade of Dreams (3/Day). The Lady of the Dreamrealm conjures a blade made of pure psychic energy, which only creatures with true sight can see. The blade lasts for 1 minute.

LEGENDARY ACTIONS

The Lady of the Dreamrealm 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 Lady of the Dreamrealm regains spent legendary actions at the start of its turn.

Dream Step. The Lady of the Dreamrealm teleports up to 120 feet to an unoccupied space she can see.

Nightmare Slash. The Lady of the Dreamrealm makes one attack with her Blade of Dreams.

Dream Surge. The Lady of the Dreamrealm uses her psionic powers to heal herself. She regains 30 hit points.

Dream Escape (Costs 2 Actions). The Lady of the Dreamrealm opens a portal to the Dreamlandia or the Nightmare's Demiplane and steps through it, disappearing from the current plane of existence. She can remain on the other plane for up to 1 hour, then she must return to her original location. While on the other plane, the Lady can observe the world around her but cannot interact with it in any way.

