

TERROR

Medium elemental (dream), chaotic evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	16 (+3)	6 (-2)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4

Skills Deception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages understands Primordial

Challenge 4 (1,100 XP)

Nebulous Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. The elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) psychic damage.

Reactions

Nightmare. The elemental sets its sights on a creature it can see within 30 feet, forming a psychic link and taking on the shape of something the target hates and fears. The target makes a DC14 Wisdom saving throw. On a failure, they take 14 (4d6) Psychic damage and are Stunned until the end of their next turn; on a success, they recognize the form as false, take half damage, and are not Stunned.

While the target is the subject of the Nightmare and has not succeeded on their save against it, they roll a Wisdom save at the beginning of their turn. On a failure, they take 4d6 damage. On a success, they no longer have to roll a Wisdom save, and take half damage at the beginning of their turn until the Nightmare ends. A target cannot be the subject of more than one Nightmare at a time.

The Nightmare only ends if the elemental dies; if the target moves out of a 30 foot range; if the elemental chooses to begin a new Nightmare against a different target; or if the elemental wills it.