



## DREAM EATER

Dream eaters, as the name would imply, are horrible undead creatures who seek out sleeping creatures at night. Once they find a target, they feed on the creature's dream energy. As the dream eater feeds, the sleeper's dreams turn dark and its wisdom withers away, converted to sustenance for the dream eater.

**Urban Haunters.** Dream eaters are drawn to places where large numbers of people dwell, and thus, dream. As such, they are frequently found in populated cities and towns. In these

places, dream eaters seek creatures with the most vivid dreams. For a dream eater, these highly imaginative mental constructs are a delicacy.

**The Essence of Dreams.** Illusionists who use even the tiniest fraction of a dream eater's substance as a material component in the creation of an illusion spell will find that the images they create are drastically more vivid than they might otherwise be—Intelligence (Investigation) checks made to doubt such illusions are made with disadvantage.

**Undead Nature.** The dream eater does not require air, drink, or sleep.

### DREAM EATER

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	10 (+0)	-8 (-1)	12 (+1)

**Skills** Stealth +5 (+7 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Beste

**Challenge** 2 (450 XP)

**Amorphous.** The dream eater can move through a space as narrow as 1 inch wide without squeezing.

**Dream Sense.** The dream eater can magically sense the presence of dreaming creatures up to 5 miles away. It knows the direction they're in but not their exact locations.

**Shadow Stealth.** While in dim light or darkness, the dream eater can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the dream eater has disadvantage on attack rolls, ability checks, and saving throws.

### Actions

**Withering Touch.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., on target. Hit: 15 (4d6 + 1) necrotic damage.

**Devour Dreams.** The dream eater can target one unconscious creature it can see within 5 feet of it. The target must succeed on a DC 12 Wisdom saving throw against this magic, or reduces its Wisdom score by 1d4. The target becomes permanently stunned if this reduces its Wisdom to 1. Otherwise, the reduction lasts until a *greater restoration* spell or similar magic is cast on the creature. Creatures that do not dream (such as elves) are immune to this effect.

**Sleep.** The dream eater targets a point within 90 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 12 Wisdom saving throw or fall unconscious for 1 hour. Undead, constructs, and creatures that do not require sleep automatically pass their saving throw. If the sleeper takes damage or someone uses an action to shake or sleeper awake, the sleeper wakes. A creature who succeeds on their saving throw or the effect ends for it is immune to the Sleep action of all dream eaters for 24 hours.





## ELEMENTAL, PYRE

Wild and dancing pyre elementals are drawn from the flames of funeral pyres or some other large burning associated with a burial rite. These elementals appear as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer.

**Elemental Nature.** The elemental does not require air, food, drink, or sleep.

### VARIANT ELEMENTALS

Like most conjured creatures drawn to the realms of shadow, elementals are affected by the negative energy that pervades the plane. When an elemental appears, you can use the elemental variants detailed below:

**Blood Elemental.** Blood elementals use the **water elemental** stat block, except their attacks deal an additional 7 (2d6) necrotic damage on a hit, which makes their CR 6 (2,900 XP).

**Mist Elemental.** Mist elementals use the **air elemental** stat block, except that they do not have the Whirlwind attack. Also, they have the following Aura of Mist trait: As a bonus action, the mist elemental can create a 20-foot radius sphere of mist that heavily obscures the area around it and functions exactly like the *fog cloud* spell. The effect remains in place until the mist elemental uses its bonus action to dismiss the mist (no concentration required)

**Grave Elemental.** Grave elementals use the **earth elemental** stat block, except that their attacks deal an additional 7 (2d6) necrotic damage on a hit. Also, a grave elemental is filled with corpses. When first encounter, the elemental contains the corpses of 1d6 + 3 humanoids. These remains have total cover against attacks and other effects outside the grave elemental. The grave elemental can use its bonus action to animate one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the grave elemental and acts immediately after it in the initiative order. The zombie acts as an ally of the grave elemental but isn't under its control. A grave elemental's is CR 6 (2,900 XP).

## PYRE ELEMENTAL

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 58 (9d10 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	6 (-2)	15 (+2)	10 (+0)

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** blindsight 60 ft., passive Perception 12

**Languages** understands Beste and Ignan but doesn't speak

**Challenge** 4 (1,100 XP)

**Fire Form.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of the elemental takes 5 (1d10) fire damage. And any nonmagical weapon not made of wood or stone that hits the pyre elemental becomes damaged by the pyre's flames. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition not made of metal or stone that hits the pyre elemental is destroyed after dealing damage. The pyre elemental can burn through 2-inch-thick, non-magical wood in 1 round.

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

### Actions

**Flame Whip.** +5 to hit, reach 15 ft., one target. Hit: 17 (3d8 + 3) fire damage. If the target is wearing nonmagical armor that is not made of metal, its armor is partly damaged and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



# HIDEOUS ONE

Short, with pointed ears, glowing red eyes, and mangy hair which grows only on the back of their necks, hideous ones are often mistaken for ugly goblins. The truth, however, is much worse. Hideous ones are formed by powerful evil magical items and spells which transform ordinary humans into these horrific creatures. Driven mad by the transformation, they are wholly evil creatures, nary an ounce of good left in their bones. Only a *wish* spell returns a hideous one to its original form.

**Wicked Servants.** Hideous ones are submissive to their master's every whim with whom they share a constant telepathic link. Even if they are told to attack one of their own, they do so without pity or remorse. They will not even instigate a combat unless told, and will not defend themselves unless commanded to do so.

**Tireless Servants.** A hideous one does not require sleep and they can go for two weeks before they need food or drink.

## HIDEOUS ONE

*Small monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	5 (-3)

**Skills** Stealth +6

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but cannot speak

**Challenge** 1/2 (100 XP)

**Dominated.** The hideous one can't take reactions, and the hideous one and its creator can communicate telepathically with each other over any distance. If the hideous one's creator is destroyed, the hideous one becomes permanently stunned.

### Actions

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature grappled by the hideous one. *Hit:* 2 (1d4) piercing damage, and the target is disfigured. Until the disfigurement is removed, the creature has disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the disfigurement.

**Claw.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) slashing damage and the target is grappled (escape DC 10).







## LYCANTHROPE, LOUP-GAROU

Sometimes called "greater werewolves", loup-garous are powerful cousins of the common werewolf. Like most true werewolves in the domains of dread, they can assume three forms: human, hybrid, and wolf.

The loup-garou always looks the same in its human form, just as it looks the same in its wolf or man-wolf form. Unlike common werewolves, loup-garous in their human form have many of the same advantages they do in their hybrid or wolf forms.

As a hybrid, it stands about 7-feet tall and is extremely muscular. The body is fur-covered and has a short tail, canine legs, and a wolf's head. The creature walks erect and can manipulate things with its hands. In this form, the creature can talk, although its voice is low and raspy.

**Loup-Garou Lycanthropy.** Loup-garous are strictly the offspring of two common werewolves. As such, their bite does not create new loup-garous. Instead, their bite infects humanoids with werewolf lycanthropy. The changes caused by this curse are the same as those caused by a werewolf's bite.

### LOUP-GAROU

Medium humanoid (shapechanger), chaotic evil

**Armor Class** 14 (natural armor)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 (50 ft. in wolf or hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	13 (+1)

**Saving Throws** Dex +6, Con +8, Wis +5  
**Skills** Intimidation +5, Perception +9, Stealth +6  
**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons  
**Senses** passive Perception 19  
**Languages** Common (can't speak in wolf form)  
**Challenge** 10 (5,900 XP)

**Shapechanger.** The loup-garou can use its action to polymorph into a Large dire wolf, or into a Medium or Small humanoid, or back into its true form, which is a Medium wolf-humanoid hybrid. Its statistics, other than its size, are the same in each form. Any equipment is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Brute.** A melee weapon deals one extra die of its damage when the loup-garou hits with it (included in the attack).

**Keen Hearing and Smell.** The loup-garou has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The loup-garou has advantage on an attack roll against a creature if at least one of the loup-garou's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Surprise Attack.** If the loup-garou surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### Actions

**Multiattack (Humanoid or Hybrid Form Only).** The loup-garou makes three attacks: one with its bite and two with its claws or hand axe.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

**Handaxe (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.



# WOLFWERE

The wolfwere is an evil and hateful creature that delights in the brutal slaying of all intelligent creatures alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

**Solitary Hunters.** The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found. In almost all cases, encounters with more than one wolfwere will be with a

mated pair or a group which has decided to work together to increase the success of their hunting.

There is a great chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will usually be dire wolves. If they are not dire wolves, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.

**Enemies of Werewolves.** Despite their fondness for wolves and worgs, wolfweres loathe the company of werewolves. The enmity between these two monsters is so great that they will often attack each other on sight.

## WOLFWERE

*Large monstrosity (shapechanger), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	16 (+3)	12 (+1)	18 (+4)

**Skills** Deception +8, Perception +5, Performance +6, Stealth +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

**Condition Immunities** charmed

**Senses** passive Perception 15

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Shapechanger.** The wolfwere can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolfwere has advantage on an attack roll against a creature if at least one of the wolfwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spellcasting (Humanoid Form Only).** The wolfwere is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has

the following bard spells prepared:

Cantrips (at will): *friends, prestidigitation, vicious mockery*

1st level (4 slots): *animal friendship, charm person, longstrider, speak with animals*

2nd level (3 slots): *detect thoughts, enthrall, hold person*

3rd level (3 slots): *fear, hypnotic pattern*

## Actions

**Multiattack (Humanoid or Hybrid Form Only).** The wolfwere makes two attacks: one with its bite and one with its claws or mace, or three attacks with its mace.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength check or be knocked prone.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

**Mace (Humanoid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Song of Lethargy (Humanoid Form Only).** The wolfwere absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 15 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the wolfwere's Song of Lethargy for 24 hours.



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