

AGE 12+



THE NEVER DRAGON

Have you wondered what dragons dream of?

5E COMPATIBLE ADVENTURE

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The chasm's mouth was narrower than imagined and belonged to a shaft that descended for a couple of feet until it ended in an opening. There's nothing in the opening except for an entrance in the shape of a dragon's head. Something in the air changed the moment the force field that sealed off the chasm was destroyed, but what it could be is hard to tell, everything feels strange in the opening, and something else emanates from the entrance.

INTRODUCTION

Welcome to *The Never Dragon*, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

The Never Dragon is a 5e adventure meant for four to six 13th level player characters. The adventure takes place in a demiplane created by Shinkur, a stillborn dragon of phenomenal power.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

The Never Dragon plot is as follows:

- After defeating the Beast of the Labyrinth, the field that sealed the chasm faded into nothingness.
- The Guardian explained that the Beast was part of the seal, and that to seal off the chasm again, the party would have to descend into it and obtain a heart from one of the creatures inhabiting it.
- The chasm leads to a demiplane belonging to a mighty stillborn dragon called Shinkur, who controls everything that happens there.
- Shinkur was to be one of the most powerful beings to walk Eluan, but this came to naught as the dragon was stillborn.
- Being denied life and power, Shinkur became bitter and decided to corrupt Eluan, and all its creatures, and make them feel what it felt.
- The dreaming dragon creates everything inside the demiplane, including the beast whose heart the players must obtain.
- As Shinkur's influence spreads, entropy increases and life and time come to a stop eventually.

ABOUT SHINKUR

The dragon is neither alive nor dead, its state is stillborn, and although it has a material body, it exists solely through its dreams. The demiplane is a series of passages and caverns, and they and the dragon are one and the same. Shinkur was promised to be one of the Great Seven, a group of individuals that would appear through different eras of Eluan that would change the course of history.

Sadly, that went unfulfilled. Only because of his abnormal power was Shinkur able to sense-before it was born- that it was promised great might.

Being neither dead nor alive, the dragon resented being denied what was promised, and loathing consumed its mind. Shinkur swore to create a new world and that it would drag all creatures and things inside, where they would feel its sorrow and pain. Such was the trauma that the dragon's psyche split into three personalities that represent three different aspects. All three have physical avatars inside the demiplane that will interact with the party.

Ultimately, Shinkur wants to weaken the PCs' identities, so they are easier to drag into his demiplane permanently.

ABOUT THE DEMIPLANE

Shinkur's demiplane overlaps with Eluan, and it depends solely on the dragon's whims. The place comprises caverns and passages that resemble other parts of the Belowground, except for the strange gray colors, shadows, and permanent mist. Because the demiplane is a manifestation of Shinkur's dream, contours, and limits of shapes are muzzy, just like in a dream. Crossing it can take an hour or an eternity, depending on Shinkur's mood. One strange characteristic is that the whole place smells of ashes; no doubt arising from the dragon's breath still trapped in its stillborn body. Numerous travelers or adventurers have come across with the demiplane in Eluan throughout the ages. Such is Shinkur's power that even with it being sealed away, some influence manages to slink past into the world. Most of them have lost their lives, or have been absorbed by Shinkur, but a few still roam endlessly, looking for an exit.

These outsiders are not the only inhabitants of the demiplane. Most creatures here are the product of the stillborn's dreams, grotesque shapes that look unfinished and violate the rules of nature.

The place also affects artifacts and items which will start to malfunction or deteriorate, with Ethyx being the sole exception, granting some immunity to the demiplane's effects.

Because the demiplane is a manifestation of the dragon, the longer creatures remain inside, the higher the chance their memories begin to fail, and they will start to age rapidly.

All movement inside the demiplane is considered difficult terrain, and mapping is useless because a passage that was behind might disappear after a turn. However, this doesn't matter since all passages and caverns will lead to the center of the demiplane.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Save Eluan. The Labyrinth's Guardian made it clear that the entire continent of Eluan is in danger if the Chasm is not sealed off again.

Responsibility. Some of the PCs might feel guilt at being partly responsible for destroying the seal.

Answers. What creature or thing would make an entire civilization, allied with dragons, build a Labyrinth to seal it away?

PROLOGUE

"The chasm is filled with terrifying beasts, and mortal perils. You will have to penetrate its deepest darkness to find one of these beasts, but it cannot be any, for they are not of this world, and therefore are alien to nature's mandates. The beast must have a heart! Once you have the heart, place it on the bronze wicker net. A path will appear once this is done that brings you back here. Now go, for the chasm spreads as we speak".

Those were the Guardian's parting words, hardly an hour ago, the same amount of time needed to descend the chasm's throat before it ended in an opening where carved on a wall is a monumental dragon's head.

THE DRAGON'S HEAD

The opening is empty except for the great carving of a dragon's head, its jaws wide open serving as a gate. However, the conditions make it difficult to focus all of it as if...

The Dragon's Head is the entrance to Shinkur's demiplane. The carving is rough but precise, put there by forgotten individuals preparing for the dragon's hatching. By this point, Shinkur's influence starts to manifest, and strange effects occur on magic and the laws of nature, including a peculiar mixture of shadows and fog that make the entire demiplane difficult terrain. Any PC with true seeing ignores the shadows and fog, but some locations and objects will remain muzzy as in a dream.

A successful DC 28 Wisdom (Perception) reveals that the shadows blur some parts of the carving, including one showing that it is biting its tail.

DEMIPLANE CHARACTERISTICS

The demiplane is made up of caverns, tunnels and passages which resemble the rest of the Belowground, and the following characteristics are common to all areas unless otherwise noted.

THE DEMIPLANE'S RULES

- The demiplane constantly changes; a passage behind can transform into a cave after it's crossed, so mapping is pointless.
- All locations are dimly lit and gray.
- Murmurs are constant throughout, belonging to the numerous creatures trapped or absorbed by Shinkur.
- Spells that require a vocal component are done with disadvantage because of the constant murmurs heard throughout the demiplane.
- All navigation eventually leads to the center where the third avatar lives.
- Travel spells like arcane gate, teleportation circle, or fly work within the demiplane's borders.



Dragon's Head

CAVERNS, TUNNELS AND PASSAGES

These three types of locations are the norm, but some can take a different shape or function. The caverns, for example, can take the form of a room, cell, pit, or any other the GM sees fit.

Likewise, passages can take the form of a staircase, tunnel, etc.

NAVIGATION

Since the demiplane changes constantly, there's no map, nor is there a defined number of locations; that is up to the GM to decide. Instead, the adventure is divided into acts, each with a set of conditions that have to occur before the party can progress towards the following act.

To recreate the travel, have the party do three DC 22 Wisdom (Perception) group checks in a row, with success revealing a condition required like an encounter or a trap. As a GM, it will be challenging, and feel free to decrease the conditions or increase them.

THE MURMURS

Numerous wanderers from Eluan have been trapped or absorbed throughout the ages. However, part of their essence remains in the demiplane, and they manifest through murmurs. Sometimes they are strong enough that a sentence or phrase is discernible like: "That cave wasn't there before," "Those damn murmurs," "Save Me," "We're never leaving this place," etc.

Use any that adds to the oneiric ambiance of Shinkur's demiplane.

CREATURES AND AVATARS

Most of the creatures in the demiplane are the product of Shinkur's mad mind. Unfinished or a bizarre mixture of parts, the beasts are savage and extremely hostile to any they come across. They wander aimlessly through the demiplane, although some few have managed to enter Eluan when the demiplane overlaps with the outside world. On the atypical occasions this happens, creatures from the outside can find themselves entering the demiplane and becoming unwilling residents, that is, if they manage to survive.

Amongst the creatures that inhabit the demiplane, three are a direct manifestation of the still-born dragon, and they are: Gideon, The Stalker, and The Sombre Prince. Each represents some aspect of Shinkur and serves a different purpose.

THE DEMIPLANE

The Sombre Prince is the third and the last avatar. Its abode lies in the center, and all paths eventually lead there. The journey can take an hour or an eternity because the demiplane changes as Shinkur pleases, although following no logic or objective. The demiplane and Shinkur are one and the same, the little word that the dragon created after failing to exist, and it is because of this, the place resembles a dream, a state between the living and the dead, a limbo. However, there is a real cave where Shinkur was supposed to hatch; there lie his remains, and that is the real heart of the demiplane, which is modeled after it, and it can only be reached by getting past the Sombre Prince.

Time and entropy rule the place, allowing Shinkur to weaken a creature's resolve and identity, making it easier to absorb. Underneath is a table of effects that happen to creatures entering the demiplane, and feel to adapt it by adding more.

Table of Entropy

D4 Effect

- | | |
|---|--|
| 1 | Gray Hair. The hair turns gray, making it look older and causing self-doubt. PC has disadvantage on all rolls that require Charisma. |
| 2 | Wrinkles. The character's face is inundated with wrinkles that weren't there in the morning, making it look worn out and old. The PC is stunned for 1d12 minutes. |
| 3 | I had it on the tip of my tongue. You forgot the words, but you are sure you know them. The character forgets one spell chosen by the GM. |
| 4 | Fatigued. The clothes, the equipment, it's all heavier. You're not as strong as you once were, maybe if you get rid of something. PC loses one item chosen at random. |

ACT ONE

The first act begins as soon as the party crosses the Dragon's Head and enters the demiplane. Unless pointed otherwise, all of the locations are caverns, tunnels, and passages fitting the Belowground, although the GM can create different ones if it seems appropriate.

As with the other acts, certain events must occur before jumping to the following act.

A long passage lies past the Dragon's Head. A constant dim gray light illuminates the entire place, making it feel like it was always the same hour. Monotony and gloom are the best words to describe it.

Development. Certain events have to occur before the PCs proceed to the next act. The Changing landscape event has to be the first and the Runway encounter the last.

Changing Landscape. The passage stretches continuously, with numerous turns, slopes, and dips. This will not change until one of the PCs rolls a successful DC 25 Wisdom (Perception) check, after which it is clear that the passage has been changing; with a turn they just made revealing a crossroads that wasn't there before. It is evident that it wasn't there before. A successful DC 20 Intelligence (Arcana) check discloses that the fog and shadow are magical somehow, and they are the ones that change the landscape.

The Prophecy. Inside a cavern written in eldritch symbols is a prophecy, and a successful DC 22 Intelligence (Arcana) check is required to translate it.



The Prophecy

The prophecy reads:

When the Twin Suns are eclipsed by the moon, the oceans will stop moving, and the stridulation of the insects will cease immediately as birds and dragons fall from the sky. All movement in Eluan shall expire for an instant as one of the Great Seven is born, The Dragon, the mightiest of them all.

After translating it, any PC can attempt a DC 20 Intelligence (History) check. Success allows the character to recall a legend about seven beings of different races that would appear throughout Eluan's history and change it forever.

Grotto. A cavern with a circumference of 100 ft. with a small pool of turquoise water. Drinking from it heals 6d6 hp. The grotto is home to one dream aberration, who will attack any creature that enters the place. The nightmare has no heart.

The pool is not deep, and if any of the PCs decides to take a dip, a successful DC 20 Wisdom (Perception) check reveals a small chest on the bottom. The chest is made of wood and looks like it was made by an amateur; inside are one *parch-ment* and one *black flower*. The black flower has a solid but amiable odor but little else.

Written on the parchment are the words:

Why deny me that? Why all the promises?

Runway Encounter. The party will come across a series of narrow passages and tunnels, all filled with the remains of numerous humanoids. In this section of the demiplane, the lighting is non-existent, and a thick darkness covers everything. Blue sparks will manifest on the horizon at one moment, followed by a terrifying wailing. All PCs must succeed on a DC 25 Wisdom saving throw or become frightened. The sound is caused by eight **stalker spawns**, the second avatar's young offspring that are out hunting. Frightened characters will run in the opposite direction until they reach a cavern with holes in the ceiling while the spawns give pursuit. Once inside, the spawn will attack mercilessly, but halfway through the battle, the first avatar, Gideon, a **half-orc warrior**, will jump from one of the holes and assist the party until all spawn are killed.

END OF ACT ONE

Gideon will salute the party and ask them to follow quickly, as there could be more spawn about, and they are very dangerous.

The mighty warrior reveals the entrance to a hidden tunnel and jumps inside. The half-orc's weapons and armor look worn out, about to disintegrate, and his figure reveals malnutrition or worse, but that isn't stopping the warrior who rushes as if participating in a hunt.

ACT TWO

The warrior leads the party to an opening, his lair, where he hides from the beasts that roam the passages and tunnels.

The opening is small and packed with numerous items and weapons, most falling apart and useless. There's a small tent with a wool mattress in front of a campfire. Not hidden but blocked by the tent are three improvised graves, weapons serving as the headstones.

GIDEON, THE FIRST AVATAR

Gideon is one of Shinkur's avatars, and is the friendliest. The half-orc is saddened by his unjust life and misses his dead allies. The avatar believes everything he says because it thinks it really exists.

He will explain to the PCs that he was chasing a group of gnolls in a forest when a terrible storm commenced, and they sought shelter in a cave.

They noticed it was large and decided to explore it, but they came across a bank of fog and shadow, and got lost until they arrived at the opening. Gideon can't tell how long he's been trapped down here, remarking that time and space act strange. He will finish by warning the party of the deadly beasts that wander about, especially about

The Stalker, the one that killed his friends, and the Sombre Prince, who he believes rules this place.

WHAT GIDEON KNOWS

The half-orc will be helpful, happy to have company for the first time in ages, although it will be fearful about following the party into deeper territory, which implies running into foul monsters.

Gideon will comply and try to be a positive addition to the group, although he's afraid and tired, the effects of the demiplane getting to him.

The information shared is based on the warrior's personal observations.

- The Stalker is a dangerous predator that hunts all over the place. It seems to prefer the taste of outsiders.
- The PCs are not the first adventurers that Gideon has come across. The warrior ran into many who somehow also went astray and ended up there.
- The place changes constantly, and some areas feel like a dream.
- The monsters inside are the only thing native thing, the rest are from the outside, and they are somehow connected to the Sombre Prince.
- He believes that if one focuses on reaching the center, he'll reach it but will have to face the Sombre Prince.

Development. During this act, the following events have to occur: Gideon must have shared his story, the party must conquer two traps, survive a combat with brood of the Sombre Prince's beasts, find—at least—two more messages from Shinkur, and finally, survive the encounter with the Stalker, which has to be the last event.

Time Dilemma Trap. The party comes across an oval-shaped cavern with two rows of clay dragon statues. A successful DC 17 Wisdom (Perception) check reveals a carved message on the first statue that reads:

"Every second is like an eternity."

There's a path leading to the exit that passes between the statues. The ceiling is low, so jumping and flying aren't an option, and any spells like *teleportation* don't work inside the cavern. The only way to cross is by going through the path, but the statues will attack any creature running across it, and they'll have to roll a Dexterity DC 28 saving throw or take 10d8 psychic damage. However, if the PCs decide to walk through the path, taking their time without a care in the world, the statues will not attack.

Field of Shadows Trap. A large rocky field inside a cavern. This is where the Demiplane's shadows are generated; here, they grow and mature before they spread out through the other sites. Situated at the start of the field are the remains of numerous outsiders and their equipment, amongst which are four *Superior healing potions* and five *black blankets*.

Every time the party tries to cross the field, the shadows will reach out to them and, using their own shades against them, causing 2d6 necrotic damage, and finish by dragging them back at the start of the field and releasing them there. The solution for getting across the field is by using the blankets to cover oneself, blocking out all light and therefore not projecting any shadow.

Combat. A bizarre cave with numerous tunnels that lead away from it and so humid that drops of humidity fall from the ceiling, thus resembling a drizzle. Inside are three **brood of the Sombre Prince**, lurking about and waiting for prey. One of these creatures will imitate the sobbing of a young child, luring the PCs to an ambush, giving the brood advantage. None of these creatures have a heart.

Shinkur's Messages. Scattered about the demiplane are physical representations of some of the stillborn's thoughts. They can appear anywhere and take any shape. The party should come across some of them so that the players can taste the ambiance and develop their own theories about what's happening.

The messages:

- "Neither sleeping or awake".*
- "Where does one begin or one end?"*
- "The rest should feel what I feel!"*
- "Have you ever felt lonely?"*
- "Why be promised only to be denied?"*



The Stalker. Act II must end with the party finding an abandoned battlefield still loaded with the remains of creatures, war machines, or improvised parapets. The battlefield has an area of 577 ft. x 423 ft. A successful DC 22 Intelligence (History) check discloses that the battle occurred around Thamarya not long ago, raising suspicions as to how it got there. As the PCs are on the battlefield, **The Stalker** will appear and chase them down.

The creature is so fast and dangerous that it can attack two targets that are 30 ft. apart. Defeating the creature is not the best option, and it is recommended that the PCs reach a crack on the far end that is too small for The Stalker to use. The characters can use the remains of the battlefield as shelters or shields against the avatar, and hop about during turns until they reach the crack.

Any PC carrying a *black flower* is invisible to The Stalker. However, if they attack the avatar, they lose this condition until they are out of The Stalker's sight or it focuses on another target.



The Stalker

END OF ACT TWO

The crack leads to the center of the demiplane and to the Sombre Prince's lair.

The beast wails in frustration as it charges and digs with its claws against the rock, trying to make the crack larger but to no avail.

Each of the impacts vibrates inside the tight descending tunnel. After some moments, a purple glow in the distance becomes noticeable..

ACT THREE

The center of the demiplane and home to the Sombre Prince, the third and final avatar, is a square shaped platform of dark basalt floating over a thick cloud of shadows and fog that emanate a purple glow. The murmurs here are loud and cancel each other out.

The overlapping murmurs pierce the ears; pain, suffering, and resentment, all these emotions projected into the air like a force searching to break the mold of reality. Rays of lightning dance around the fog clouds that hold the sinister platform above the darkness. A strange figure lies in its center; long, dark as if the light just bounced off it, and malformed, with no precise contour although it seems like a dragon.

Its two long heads are stretched apart; the figure shrieks in pain and delight as another misshapen shape protrudes from it, expelled like some disgusting larvae covered in slime.

And then it dawns on you that the figure just gave birth.

THE SOMBER PRINCE, THE THIRD AVATAR

Shinkur's final avatar, his manifested power and intellect consumed by an unholy resentment that wishes to bring Eluan to its world, one where there's no life or colors. It is the bitter ruler that gives birth to foul creatures that will roam and spread the madness and hatred. Some of these beasts have managed to cross into Eluan already, albeit, for some moments, they change the land or whoever they come across.

The Sombre Prince wishes nothing more than the utter corruption of the world and existence to make it as dark and twisted as it sees itself. It cares little for the emotions of others, even its brood; it only sees its own pain and sorrow. It will not try to negotiate or talk to the PCs, it will try to destroy them.

The figure gives a portentous grin with its deformed teeth as it turns to look at you.

Hands shake, sweat pours down the forehead, and you gasp as you discover it has called you out by name as its brood tramples towards you.

Development. The platform has an area of 120 ft., and is made of flawless dark basalt. Two **broods of The Sombre Prince** will emerge from the clouds and flank the party, while the recently born **brood of The Sombre Prince** will charge straight on.

Meanwhile, the Sombre Prince will start to give birth to another brood, and it will achieve so in 10 +5 turns. If one of the existing broods is destroyed before then, the Sombre Prince will interrupt the process and enter combat. If the avatar is destroyed, all surviving brood fade into nothingness. PCs wearing black flowers only take half damage from the avatar's attacks.

Clouds of Fog and Shadow. The descending tunnel led to an opening just above the platform, floating above the clouds and totally surrounded by them. If any of the PCs should fall from the platform or cross into the clouds, they will reappear on the platform, but having taken 12 hp radiant damage. Furthermore, one-third of their bodies will now have the same dark color that makes up the demiplane. If they fall three times, they are absorbed by Shinkur and disappear from sight.

THE PRINCE'S HEART

After The Sombre Prince is defeated, everything will go quiet on the platform, and all clouds shall stop moving. The silence will be interrupted by the slow beating of a heart coming from the avatar, which will start to decompose away like a crumbling statue, leaving only a tiny heart behind.

The tiny heart floats like an orphaned start in the darkness; alone and beating a waltz that pulls you in. Soon after, a red oval appears in its center, only to disappear and then appear again.

The red oval is an iris belonging to Shinkur, and the lids are blinking, creating the effect that it appears and disappears. When the PCs are within 6 ft. of the heart, a deep sigh will reverberate throughout the entire area, and seconds after, a section of the clouds will open up, revealing a cavern. Inside it is a large bundle of dried hay, above which is a cracked dragon's egg. Through one of the cracks on the shell, one of Shinkur's eyes is discernible, aware of everything but stillborn. The murmurs break the silence.

Come here.

Shinkur beckons the party closer so it can look at them through the shell's crack. If the dragon is asked a question, the murmurs will reply for it, and if treated with respect and proper authority, it will share how great was its power that it already could see Eluan from inside the shell, only to be denied by cruel fate. Shinkur will tell of its hurt, and loneliness at first, but that now, the world will know it too, thanks to the PCs.

I must thank you for breaking the seal, now the world and I will become one...

After these words, hundreds of tentacles will form in the clouds of shadows and burst in all directions. Soon after, the bronze wicker net will glow, and the party must place the heart on it. The moment it is placed, the mesh will split into separate pieces, pierce the heart and begin to form a circulatory system giving out a bronze glow. Soon after, a gap will appear in the clouds and reveal a small portal with the Labyrinth's Guardian, motioning the heart and net towards it.

The system starts to form the glowing silhouette of a creature as it floats towards the portal.



Shinkur

The portal is the only exit from the demiplane now; unfortunately, the party cannot leave now.

Their essence has been tainted by Shinkur's and, therefore, cannot be allowed to return. The seal is already reappearing, and it is impossible for the players to cross. They are now destined to roam the demiplane until they discover a way out or the seal is destroyed again.

The glowing silhouette crosses the portal, and as it closes, the Guardian gives you a final stare:
"Your actions won't be forgotten."

"Some endings are bittersweet, but maybe this is not an end."

Milestone. All surviving players reach 14th level and are free to roam the demiplane, finding new adventures as they seek a way out.

WHAT'S NEXT?

The party can search and find a way of escaping the demiplane. Nothing is set in stone, and there might be another adventure waiting for them.

- Has the demiplane tainted the PCs?
- Is there a way out?
- Will Mansol search for the Aludel of Tesebus?
- Does Shinkur have a plan for them?

EPILOGUE

Shinkur will refrain from absorbing the PCs, sensing the same sorrow it felt so long ago. Instead, the dragon will allow them to inhabit his demiplane as it continues to find ways of breaking out and spreading to the world. It is even to the dragon's benefit to allow them freedom, for they might find a way out.

The dragon will sigh, and the party will find itself back in a section of the demiplane, with Shinkur nowhere to be seen.



Field of Shadows
Trap

APPENDIX A: NPCs AND MONSTERS

DREAM ABERRATION

Large Aberration, Typically Neutral Evil

Armor Class 10
Hit Points 197 (18d10+100)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	20 (+5)	12 (+1)	24 (+7)

Saving Throws Int +10
Skills Arcana +10, Deception+10, Intimidation +12, Persuasion +12
Senses Blindsight 120 ft., passive Perception 14
Languages Understands Common but babbles
Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the dream fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dream has advantage on saving throws against spells and other magical effects.

ACTIONS

Dream Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. Hit: 20 (4d8 + 4) bludgeoning damage. If the target is Huge or smaller creature, it is grappled (escape DC 15) and takes 9 (1d8 +5) psychic damage at the start of each of its turns until the grapple ends. The dream can have four targets grappled at a time.

Mind Blast (Recharge 5-6). Creatures of the dream's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 40 (5d10 +5) psychic damage and be stunned 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.

Spellcasting (Psionics). The dream casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *detect thoughts*, *levitate*
3/day: *modify memory*
1/day each: *dominate monster*

BONUS ACTIONS

Psychic Link. The dream targets one incapacitated creature it senses with its creature Sense trait and establishes a psychic link with the target. Until the link ends, the dream can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the dream can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The link also ends if the target and the dream are more than 60 feet apart. The dream can form psychic links with up to ten creatures at a time.

Sense Thoughts. The dream targets a creature with which it has a psychic link. The dream gains insight into the target's emotional state and foremost thoughts (including worries, loves, and hates).

LEGENDARY ACTIONS

The dream 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. Ursang regains spent legendary actions at the start of its turn.

Break Concentration. TThe dream targets one creature within 60 feet of it with which it has a psychic link. The dream breaks the creature's concentration on a spell it has cast. The creature also takes 2 (1d4) psychic damage per level of the spell.

Psychic Pulse. TThe dream targets one creature within 120 feet of it with which it has a psychic link. The target and enemies of the dream within 30 feet of target take 10 (3d6) psychic damage.

Sever Psychic Link. TThe dream targets one creature within 120 feet of it with which it has a psychic link. The dream ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.

Tentacle (Costs 2 Actions). The dream makes one Tentacle attack.

Dream Aberration

BROOD OF THE SOMBRE PRINCE

Large aberration, Neutral evil

Armor Class 16 (Natural Armor)
Hit Points 122 (15d10+47)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2
Damage Resistances Acid, cold, fire, lightning, thunder
Condition Immunities Frightened, necrotic, poisoned
Senses Blindsight 30 ft., passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Shapechanger. The brood can use its action to polymorph into a Small or Medium humanoid, or back into its true form. 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.

Innate Spellcasting. The brood's innate spellcasting ability is Charisma (spell save DC 12). The brood can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *mage hand*
2/day each: *fear*, *invisibility*
1/day: *fireball*

Magic Resistance. The brood has advantage on saving throws against spells and other magical effects.

Regeneration. The brood has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The brood makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 +4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 +4) slashing damage.



Brood of the Sombre Prince

The Devourer

STALKER SPAWNS

Medium aberration, Neutral evil

Armor Class 12

Hit Points 44 (8d8+8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Skills Perception +5, Stealth +6

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Ethereal Awareness. The spawn can see ethereal creatures and objects.

Brightlight Weakness. While in bright light created by magic, the spawn has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 +3) piercing damage. If the target is a creature, it must succeed on a DC Strength saving throw or be knocked prone.

Predator's Howl (Recharge 6). The spawn howls. Any Beast or Humanoid within 300 feet of it must succeed on a DC 11 Wisdom saving throw or be frightened of it for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's save is successful or the effect ends for it, the target is immune to any spawn's Predator's Howl for the next 24 hours.

BONUS ACTIONS

Shadow Blend. While in dim light or darkness, the spawn becomes invisible, along with anything it is wearing or carrying. The invisibility lasts until the spawn uses a bonus action to end it or if it attacks, is in bright light, or is incapacitated.

Stalker
Spawn



THE SOMBRE PRINCE

Huge aberration, Neutral evil

Armor Class 14 (Natural Armor)
Hit Points 240 (12d12+171)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	11 (+0)	8 (-1)	8 (-1)

Saving Throws Con +13
Damage Resistances Acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities Exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses Darkvision 120 ft., passive Perception 11
Languages -
Challenge 20 (25,000 XP)

Shinkur's Aura. Any creature that starts its turn within 20 feet of the stalker must succeed on a DC 20 Constitution saving throw or take 21 (6d6) psychic damage.

Essence Eater. TA creature dies if reduced to 0 hit points by the stalker and can't be revived except by a wish spell.

ACTIONS

Multiattack. The stalker makes two drain claw attacks, one which can be replaced by the Gaze of Shinkur.

Drain Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 28 (5d8 +6) psychic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the psychic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Gaze of Shinkur (Recharge 6). The Sombre Prince gazes at one creature it can see within 200 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 37 (6d12) psychic damage and become frightened until the end of the stalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the Gaze of Shinkur for the next 24 hours.

THE STALKER

Huge aberration, Neutral evil

Armor Class 16 (Natural Armor)
Hit Points 317 (22d12+171)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	11 (+0)	8 (-1)	8 (-1)

Saving Throws Con +13
Damage Resistances Acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities Exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses Darkvision 120 ft., passive Perception 11
Languages -
Challenge 20 (25,000 XP)

Shinkur's Aura. Any creature that starts its turn within 20 feet of the stalker must succeed on a DC 20 Constitution saving throw or take 21 (6d6) psychic damage.

Essence Eater. TA creature dies if reduced to 0 hit points by the stalker and can't be revived except by a wish spell.

ACTIONS

Multiattack. The stalker makes two drain claw attacks, one which can be replaced by the Gaze of Shinkur.

Drain Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 28 (5d8 +6) psychic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the psychic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Gaze of Shinkur (Recharge 6). The Stalker gazes at one creature it can see within 200 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 37 (6d12) psychic damage and become frightened until the end of the stalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the stalker's Gaze of Shinkur for the next 24 hours.



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