

# DREAM DRAGON

Huge • Dragon • Chaotic Good

**Armor Class** 18

**Initiative** +7 (17)

**Hit Points** 230 (20d12 + 100)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	17 (+3)	18 (+4)	21 (+5)

**Saving Throws** Wis +9, Cha +10

**Skills** Insight +9, Perception +14, Persuasion +10, Stealth +7

**Damage Resistances** psychic

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**CR** 15 (XP 13,000 or 15,000 in lair; PB +5)



**Dreamer's Resistance (3/Day, or 4/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it falls unconscious until the end of the next creature's turn.

**Dream Walker.** By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 18. *Failure*: The target doesn't regain any hit dice after finishing its rest.

**Otherworldly Perception.** The dragon can sense the presence of any creature within 60 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Sleep Magic Immunity.** Magic can't put the dragon to sleep against its will, except through its Dreamer's Resistance.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one of those attacks with a use of Spellcasting for one at-will spell.

**Rend.** *Melee Weapon Attack*: +11, reach 10 ft. *Hit*: 10 (1d8 + 6) slashing damage plus 4 (1d8) psychic damage.

**Sleep Breath (Recharge 5-6).** *Constitution Saving Throw*: DC 18, each creature in a 60-foot cone. *Failure*: 36 (8d8) psychic damage, and the target becomes poisoned for 1 minute. While poisoned, the target must repeat the save at the end of each of its turns. *Subsequent Failures*: The target falls unconscious until the end of its next turn or until it takes damage or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

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

At will: *major illusion*, *silent image*, *sleep*

1/day: *plane shift* (self only)

## BONUS ACTIONS

**Sleep Walking.** The dragon targets an unconscious creature that it can see within 60 feet of it. The target stands up and then walks up its remaining speed in a direction the dragon chooses. Further, the target stays standing and doesn't fall prone when manipulated that way.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the dream dragon can expend a use to take one of the following actions. The dream dragon regains all expended uses at the start of each of its turns.

**Exhausting Wounds.** *Wisdom Saving Throw*: DC 18, one bloodied creature within 60 feet that the dragon can see. *Failure*: The target falls unconscious until the end of its next turn, until it takes damage, or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell.

**Illusory Teleport.** The dragon teleports to a point within 60 feet that it can see, becomes invisible, and leaves an illusory duplicate at the space it leaves. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.

**Rend.** The dragon makes one Rend attack.

## DREAM DRAGON — WEAKER

**Armor Class** 17

**Initiative** +6 (16)

**Hit Points** 199 (19d12 + 76)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	15 (+2)	16 (+3)	19 (+4)

**Saving Throws** Wis +7, Cha +8

**Skills** Insight +7, Perception +11, Persuasion +7, Stealth +6

**Damage Resistances** psychic

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**CR** 12 (XP 8,400 or 10,000 in lair; PB +4)



**Dreamer's Resistance (2/Day, or 3/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it falls unconscious until the end of the next creature's turn.

**Dream Walker.** By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 16. *Failure*: The target doesn't regain any hit dice after finishing its rest.

**Otherworldly Perception.** The dragon can sense the presence of any creature within 60 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Sleep Magic Immunity.** Magic can't put the dragon to sleep against its will, except through its Dreamer's Resistance.

### ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one of those attacks with a use of Spellcasting for one at-will spell.

**Rend.** *Melee Weapon Attack*: +9, reach 10 ft. *Hit*: 9 (1d8 + 5) slashing damage plus 3 (1d6) psychic damage.

**Sleep Breath (Recharge 6).** *Constitution Saving Throw*: DC 16, each creature in a 60-foot cone. *Failure*: 27 (6d8) psychic damage, and the target becomes poisoned for 1 minute. While poisoned, the target must repeat the save at the end of each of its turns. *Subsequent Failures*: The target falls unconscious until the end of its next turn or until it takes damage or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no material components, using Intelligence as spellcasting ability (spell save DC 16):

At will: *major illusion*, *silent image*, *sleep*

1/day: *plane shift* (self only)

### BONUS ACTIONS

**Sleep Walking.** The dragon targets an unconscious creature that it can see within 30 feet of it. The target stands up and then walks up its remaining speed in a direction the dragon chooses. Further, the target stays standing and doesn't fall prone when manipulated that way.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the dream dragon can expend a use to take one of the following actions. The dream dragon regains all expended uses at the start of each of its turns.

**Exhausting Wounds.** *Wisdom Saving Throw*: DC 16, one bloodied creature within 30 feet that the dragon can see. *Failure*: The target falls unconscious until the end of its next turn, until it takes damage, or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell.

**Illusory Teleport.** The dragon teleports to a point within 60 feet that it can see, becomes invisible, and leaves an illusory duplicate at the space it leaves. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.

**Rend.** The dragon makes one Rend attack.

# DREAM DRAGON — STRONGER

**Armor Class** 18

**Initiative** +8 (18)

**Hit Points** 287 (23d12 + 138)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	19 (+4)	20 (+5)	23 (+6)

**Saving Throws** Wis +11, Cha +12

**Skills** Insight +11, Perception +17, Persuasion +12, Stealth +8

**Damage Resistances** psychic

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**CR** 18 (XP 20,000 or 22,000 in lair; PB +6)



**Dreamer's Resistance (3/Day, or 4/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it falls unconscious until the end of the next creature's turn.

**Dream Walker.** By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 20. *Failure*: The target doesn't regain any hit dice after finishing its rest.

**Otherworldly Perception.** The dragon can sense the presence of any creature within 60 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Sleep Magic Immunity.** Magic can't put the dragon to sleep against its will, except through its Dreamer's Resistance.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one of those attacks with a use of Spellcasting for one at-will spell.

**Rend.** *Melee Weapon Attack*: +13, reach 10 ft. *Hit*: 12 (1d10 + 7) slashing damage plus 7 (2d6) psychic damage.

**Sleep Breath (Recharge 5-6).** *Constitution Saving Throw*: DC 20, each creature in a 60-foot cone. *Failure*: 40 (9d8) psychic damage, and the target becomes poisoned for 1 minute. While poisoned, the target must repeat the save at the end of each of its turns. *Subsequent Failures*: The target falls unconscious until the end of its next turn or until it takes damage or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no material components, using Intelligence as spellcasting ability (spell save DC 20):

At will: *major illusion*, *silent image*, *sleep*

1/day: *plane shift* (self only)

## BONUS ACTIONS

**Sleep Walking.** The dragon targets an unconscious creature that it can see within 60 feet of it. The target stands up and then walks up its remaining speed in a direction the dragon chooses. Further, the target stays standing and doesn't fall prone when manipulated that way.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the dream dragon can expend a use to take one of the following actions. The dream dragon regains all expended uses at the start of each of its turns.

**Exhausting Wounds.** *Wisdom Saving Throw*: DC 20, one bloodied creature within 60 feet that the dragon can see. *Failure*: The target falls unconscious until the end of its next turn, until it takes damage, or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell.

**Illusory Teleport.** The dragon teleports to a point within 60 feet that it can see, becomes invisible, and leaves an illusory duplicate at the space it leaves. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.

**Rend.** The dragon makes one Rend attack.