

THE EBONY GLADE & THE DREAMLANDS OF TOLEMUE

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The Ebony Glade is a secluded wood found in the realm of the fey. Roughly three miles in diameter, the quiet, serene wood has long stood as a tranquil reminder of nature's beauty. However, at its heart, a nightmare has taken form, transforming it over the last fifty years into a place of shadow. Unbeknownst to outsiders, the culprit of this malformation is the glade's own warden—the ancient dryad, Tolemue—whose fitful sleep at the base of her giant oak has created a world separate from reality: the Dreamlands. In truth, however, she is simply a prisoner of her own nightmare.

The true enemy is a powerful demon, Azgoreoth the Hungering, who was drawn to the fey forest like a moth to a flame. Tolemue's considerable powers as a near archfey makes her a near-limitless font of life—one that Azgoreoth plans to sip from for eternity. By trapping Tolemue in an enchanted slumber, he has turned her potent dreams into a snare; many an adventurer traveling through the Ebony Glade has been caught in the demon's web. Those who perish within the Dreamlands become servants to Azgoreoth—Devourers—hastening the decline of the forest, to say nothing of Tolemue herself, who is sure to perish soon if help does not arrive.

The Dreamlands exist in a demiplane that is nearly identical to the one where the Ebony Glade, and Tolemue, resides. Should the dryad ever wake, the demiplane would collapse, vanishing utterly and releasing those caught within back into the feys' realm. However, this demiplane is under the control of Azgoreoth and his minions, allowing them to contort and twist its landscapes to trap and isolate those caught within it.

However, despite these complications, opportunities for fellowship still exist within the Dreamlands: the hamlet of Reverie's End, a clutch of homes and ramshackle outposts, is the closest thing to organized civilization that exists here. Further, Azgoreoth's power over this demiplane is largely dependent on the feelings of loss and uncertainty of those trapped inside it, making Reverie's End the safest place in the forest. Unfortunately, this has also attracted the attention of Azgoreoth himself: the town remains under siege, and its citizens are disappearing, leaving only holes into unreality in their wake.

Soon, nothing (and no one) will be left, and the Ebony Glade will wither to ash as Azgoreoth and his minions leave for fresh victims. Brave adventurers are needed to rescue the survivors of Reverie's End from their demiplanar prison and take the fight to Azgoreoth himself at the heart of these Dreamlands. Only then will Tolemue wake and allow the nightmare to end at last.

ENTERING THE DREAMLANDS

Those that enter the Dreamlands do so almost universally by mistake, and are often entirely unaware of the transition as it happens. Because the Dreamlands are a manifestation of Tolemue's psyche, it resembles the physical location where her sleeping body resides. Therefore, it's possible to wander

into the Dreamlands without ever knowing it; the waking world falls away and is replaced by a very faithful simulacrum. It is only when the vines close around one's body and the demons appear that one realizes something is very, very wrong.

When the party travels within 1 mile of Tolemue in the Ebony Glade, each character must immediately roll a d20. A fey character or one that has the Fey Ancestry trait reduces the result of the roll by 4. The party is transported to Tolemue's Dreamlands if half or more of the party rolls a number above their character's level. A character can determine that *something* has happened, albeit not the exact nature of it, with a successful DC 25 Wisdom (Perception) check when they're transported in this way. The party repeats this roll at the end of every hour they remain within the Ebony Glade.

LEAVING THE DREAMLANDS

Azgoreoth's snare is designed to entrap creatures and consume their lives' essence from the realm of dreams—it is extremely difficult to leave before becoming lost to it. The demon lord's minions constantly reform the wilderness of the forest into winding passages and walls of razor-thorned vines, while illusory nightmare creatures stalk the undergrowth.

However, once a creature's consciousness is fully consumed, it finds itself free of obstacles: the vines part, the nightmares slink back into shadow, and the path forward is laid bare. This invitation to leave, too, is one of Azgoreoth's ruses. For once you return to the physical realm, your disembodied essence is simply stranded; nothing remains of the person's physicality but an empty shell, which almost invariably dies from exhaustion.

LEAVING SAFELY

There are two ways to leave the Dreamlands safely. The first method is to leave the forest, which is made enormously difficult by the illusory magic of Azgoreoth and his servants. The second method is to confront Azgoreoth himself and free Tolemue from her slumber. You can find both approaches detailed as adventure paths in the Ending the Nightmare chapter of this document.

LIVING IN THE DREAMLANDS

Though the Dreamlands of Tolemue are not real, per se, they still follow the rules of reality—with some notable exceptions. One must still eat, breathe, and rest in the Dreamlands, but time doesn't always pass linearly, the forest flora and fauna may appear mutated in strange ways, and the landscape itself changes regularly. However, the most important part of living in the Dreamlands is its strange and deadly ecology: the moment one sets foot in the Dreamlands, one begins to forget who they are. This begins with Azgoreoth's minions, the **devourers** (see the appendix).

DEVOURERS

Devourers are creatures that reside within the Ebony Glade to do Azgoreoth's bidding. They are shadowy creatures capable of bridging the gap between the physical realm and the Dreamlands.

When other creatures are trapped within Tolemue's Dreamlands, they gradually lose the ability to dream—this is the foul work of the devourers, who infiltrate the dreams of creatures to feast upon their consciousness. Their work is silent, subtle, and utterly effective. However, the inability to dream is merely a side effect of a larger, more existential issue: after seven days of inhabiting Tolemue's Dreamlands, creatures caught in its snare lose all connection to their physical bodies; such unfortunate souls make up the Untethered.

THE UNTETHERED

The Untethered are prisoners of the Dreamlands who've had their total conscious energy consumed by Azgoreoth and his devourers; their connection to the physical realm—and their bodies—has been severed, and they begin to forget who they are. They remain physically present in the Dreamlands until their feeble connection to their body is severed, such as by leaving the Ebony Glade or dying.

If an Untethered creature attempts to leave the Dreamlands, their consciousness is prevented from leaving the demiplane, stranding it there before manifesting as a vengeful **ghost**. Similarly, Untethered creatures make any death saving throws with disadvantage, as the connection between their consciousness and body is tenuous at best. Meanwhile, their physical bodies, now lifeless, are dragged off to the darkest corner of the Ebony Glade by the devourers.

Despite this bleak fate, there are safeguards that the Untethered have learned to prevent this loss of self. Gathering in groups, for example, seems to slow the process, as does the repetition of immutable facts—where they were born, their name, where they grew up, etc. This “reality testing” serves as a crucial anchoring tool; however, because of its effectiveness, many of the Untethered are quite particular about their repetitions.

FINDING YOURSELF

An Untethered creature on the brink of becoming totally lost can still be saved. To do so, their conscious essence must be recovered from the demon (or demons) that consumed it in the first place. Once a devourer is found and destroyed, the essence it consumed is automatically returned to the creature(s) from which it was stolen. Of course, this doesn't protect one's conscious energy from being consumed for a second (or third, or fourth...) time, but it does prolong the inevitable.

In order to even see a devourer, however, one must be able to see or otherwise track invisible creatures. This makes the task of hunting them down incredibly difficult and fraught with danger—but there is one shortcut. Whenever a creature casts the *dream* spell while within the dreamlands, the spell fails, and 1d4 devourers immediately appear within 30 feet of the caster; slaying them returns the essence they've consumed to its rightful owner. If a devourer is consuming the essence of the caster, that devourer is always the first to appear in this way.

RELATIVE TIME

Time within the Dreamlands functions on a different, fluctuating scale compared to that of the physical realm. For each

day that passes in the physical realm, 1d6 + 1 days pass in the Dreamlands. Tolemue herself has been stuck in Azgoreoth's snare for forty-nine years in the physical realm, and over two centuries in the Dreamlands.

POPULATION

While nobody truly “lives” in the Dreamlands, it's still occupied by a number of creatures caught in its twisted ecology: the devourers and the Untethered. While the devourers are uniformly predatory by nature, the Untethered vary from person to person, just as they did in life—albeit with some quirks brought on by their transient condition.

Whenever the characters encounter one or more humanoid creatures in the Dreamlands, you may roll on the following table to see what kind of quirk they have.

Player Character Quirks. Once the player characters have spent seven days in the Dreamlands, they begin to forget themselves and must come up with a method of remembering who they are. Roll on the table below to see what quirk they develop.

UNTETHERED QUIRKS

d20	Quirk
1	Counts everything in groups of four.
2	Always fidgeting with a trinket.
3	Appears translucent.
4	Can't comprehend the number two.
5	Must hum a popular tune.
6	Repeats the last word of every sentence.
7	Recites the facts of their life once every few minutes.
8	Refuses to step on cracks.
9	Their eye and hair color are in constant flux.
10	Always tapping their nose.
11	Must knock on a hard surface upon hearing a specific word.
12	Refers to themselves in the third person.
13	Only keeps one eye open at a time.
14	Sprinkles dirt on their head once an hour.
15	Frequently recites a children's story from memory.
16	Must perform an elaborate physical routine once an hour.
17	Frequently pinches (both others and themselves).
18	Must always face the direction of the sun (this does <i>not</i> mean they <i>look</i> at the sun).
19	Talks in a baby's voice.
20	Does not believe in the color green.

LUCID CREATURES

A fey creature or creature with the Fey Ancestry trait is more resilient to becoming Untethered than other creatures. Such creatures take twice as long (fourteen days) to become

Untethered in the Dreamlands. In the elves' case, this can be readily attributed to the fact that they needn't sleep, but rather enter a semi-lucid trance state.

NOTABLE LOCATIONS

While the Dreamlands are composed of surrealistic wilderness, Reverie's End is the one place that could be considered a "settlement" in the traditional sense. Those lucky enough to find shelter within its walls can stave off the worst effects of derealization through companionship and a semblance of normalcy—but it is not a permanent solution to Azgoreoth's nightmare.

In fact, Reverie's End is beginning to collapse into nonexistence; as its citizens disappear into unreality, so too do the fruits of their labor. Soon—in a matter of weeks—Reverie's End won't even be a memory.

REVERIE'S END

Reverie's End was founded by four adventuring companions who found themselves stuck in the Dreamlands; it is the only hint of civilization within the Dreamlands, and it's a vague one at that. Today, roughly forty creatures hunker down in its hodgepodge structures seeking comfort and direction. Parts of the earth surrounding the hamlet are slowly being pulled away into unreality by massive, thorny vines: living extensions of Azgoreoth's will. These same vines have already pulled a number of structures back into the fabric of the nightmare, coinciding with the disappearances of several of Reverie's End's citizens. In such places, there is simply nothing—a hole into the unreal.

AMENITIES AND SERVICES

For the time being, the following locations remain in Reverie's End.

The Bonfire. When Reverie's End was first founded, the four companions had nowhere to rest. To keep their spirits high, Vanahli created an enchanted bonfire that would never dim. Now, the bonfire serves as the town's focal point and primary gathering place.

Once per day, a creature may stand next to the bonfire and use an action to attempt a DC 15 Wisdom saving throw. On a success, you end one random effect on yourself that is causing you to be charmed or frightened, as well as one random short- or long-term madness effect.

Chessy's Den. Chessy, an awakened **cat**, has made her home in the hollow base of a tree. Similar to mundane cats, Chessy tends to wander off on her own and come back with weird stuff in her mouth—only, Chessy is unique in that she can identify and recover items that have fallen into the Dreamlands. If the characters need something specific, it's possible that Chessy can find it. She may already have something like it stashed away in her den!

LOST LOCATIONS

When the characters first arrive in Reverie's End, several core amenities of Reverie's End have been pulled into unreality. In order to restore these amenities (and save the people associated with them), the characters must enter these holes

to unreality and recover the conscious essence of what's been lost. See *Traversing the Dreamlands* on page 8 for more information about how to restore these various locations.

Brightpoint Lodge. This modest hut of wood and earth is the closest thing the Dreamlands has to a tavern, albeit one with no alcohol (much to the chagrin of its patrons). The lodge is run by a gnome called Kasfan Meddlenodder, a former caravan runner who wandered too close to the Ebony Glade and got caught in Azgoreoth's snare. Kasfan doesn't charge for lodging, seeing as how money isn't all too important in the Dreamlands. However, he does appreciate good conversation over a game of chess; he and the wizard Vanahli play daily.

Brightpoint Lodge, along with Kasfan and a number of his patrons, are currently trapped in The Endless Aleworks. Once restored, it reappears in town with a crucial addition—ale! The ale is magical, capable of curing diseases and ending the charmed and paralyzed conditions. The ale vanishes once it's taken out of the Dreamlands.

Edea's Place. When it comes to gathering food and supplies within the facsimile of Ebony Glade, the people of Reverie's End turn to Edea Olalar, a halfling hunter with a knack for tracking and a deep love for cured meats. Thus, her home has been designated as the hamlet's storehouse, affectionately referred to as Edea's Place. Like Kasfan, Edea doesn't charge for her goods or services; she's grateful to simply break bread and share a kind word with whoever lands on her doorstep.

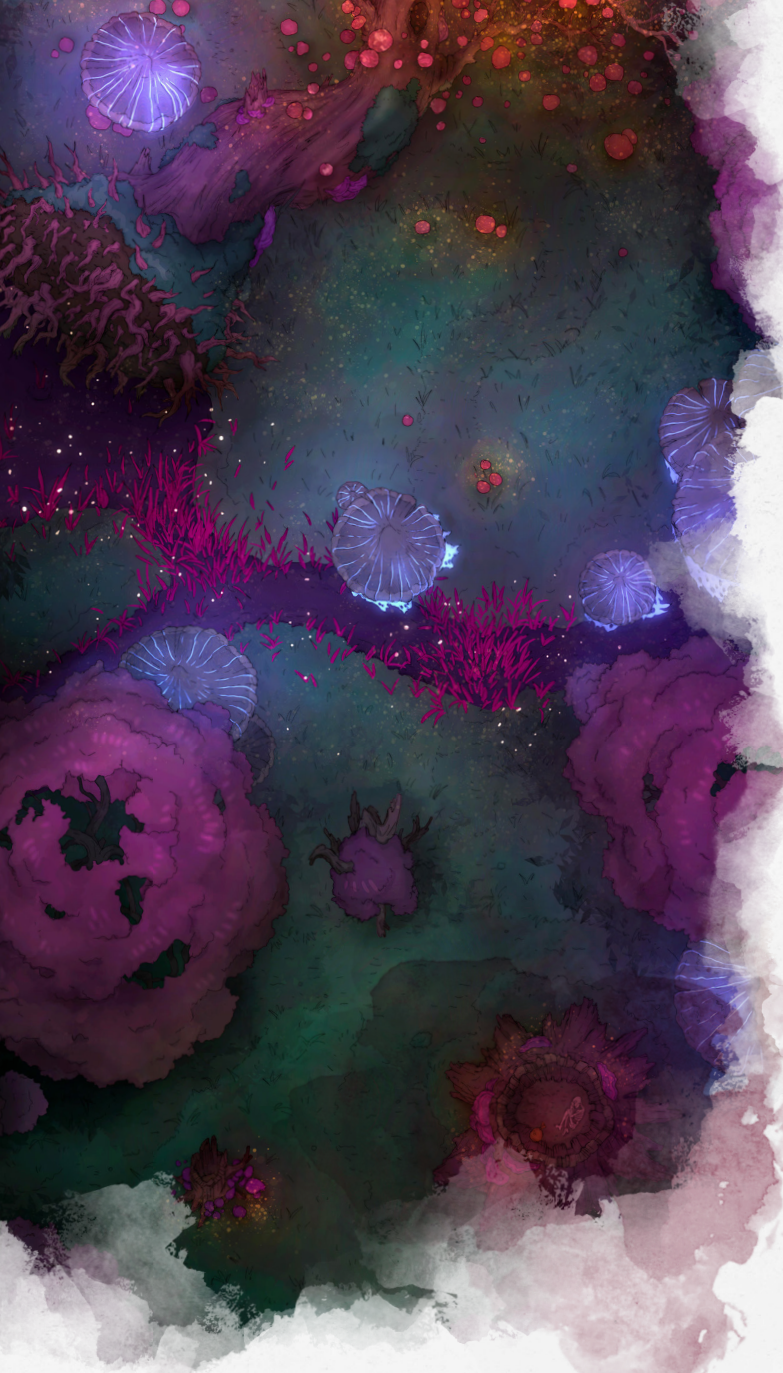
Edea's Place, along with Edea and a couple of her guests, are currently trapped in the Land of Giants. Once restored, the characters no longer have to forage for food and water while within the Dreamlands. Edea also gifts the characters a special magic item: an *edible book of recipes*.

Vanahli's Big Hat. The oddest structure in Reverie's End belongs to the elven wizard Vanahli, who over the course of trying to teleport out of the Dreamlands somehow managed to enlarge her own hat to a preposterous size. The inseam of its buckle has been cut out to function as a window, while a tree has been relocated inside to act as a much needed support beam. Vanahli, in the spirit of boundless optimism, has transformed the interior of her big hat into something that resembles a traditional home by way of illusions. The hat remains flammable, however—no candles allowed!

Vanahli's Big Hat, along with Vanahli herself, are trapped in the Shattered Tower. Once restored, the characters gain access to Vanahli's knowledge of the Dreamlands and how to manipulate it to one's advantage: once per day while in the Dreamlands, each character may reroll one die of their choice. They must use the new result.

The Oak. The Oak is a massive, hollowed-out tree in the center of Reverie's End, around which the rest of the hamlet has grown like spokes on a wheel. The tree is home to Khourmack Greenthumb, a dwarven druid who believes (incorrectly) that he can puncture the edges of the Dreamlands by growing The Oak to monolithic heights. Khourmack devotes most of his time to this singular task, and detests distractions. As a result of his efforts, The Oak has grown to well over a hundred feet tall.

The Oak, along with Khourmack himself, are trapped in The Desolation. Once restored, the characters can bother Khourmack for healing services...so long as they don't mind a withering glare and a barrage of dwarven insults. Addition-



ally, the characters can gather 1d4 magical acorns once per day from The Oak: the acorns function as +1 *sling bullets*. The acorns vanish once they're taken out of the Dreamlands.

PEOPLE (AND CREATURES) OF INTEREST

Chessy the Cat. When the characters first arrive at Reverie's End, they're met by Chessy, an awakened **cat**. Chessy can explain what's been going on with the hamlet (why there's holes to unreality and where they lead, for example) and how the Dreamlands operate. Chessy is more amused by their situation than anything, and always has something snide to say.

- **Quirk:** Requires belly rubs at least once an hour. But not too many belly rubs (you'll get scratched). And certainly not too few (this also results in getting scratched).

Kasfan Meddlenodder. The operator of Brightpoint Lodge, Kasfan Meddlenodder (**commoner**) is a cheerful gnome caught in a terrible nightmare: a tavern with no ale! Despite this, he's (mostly) managed to keep a cool head, thanks in no small part to the good people of Reverie's End—and Chessy the cat, whom he named.

- **Quirk:** Must recite the first seven moves of a chess opening every 1d4 hours.
- **Kasfan's Gambit:** If Kasfan has been rescued and is accompanying the characters to find Vanahli in the Shattered Tower (which Kasfan will insist upon), he can solve the chess game puzzle for them.

Edea Olalar. A talented halfling hunter, Edea Olalar (**scout**) has taken it upon herself to provide the people of Reverie's End with food and drink from the surrounding wilderness. She does, however, have a near-crippling fear of especially tall folk (creatures over 7 feet tall), and does everything in her power to avoid them. In the absence of giants, however, Edea is warm, welcoming, and friendly.

- **Quirk:** Compulsively runs and hides once every 1d4 hours.
- **Edea's Tracking:** If Edea has been rescued and is accompanying the characters to find Khourmack in The Desolation (which she'll offer to do), she adds 1 to all exploration rolls (see The Desolation for more information).

Vanahli Caidan. An elven wizard and the proud owner of the largest hat in the Dreamlands, Vanahli Caidan (**mage**) is the resident illusion master of Reverie's End. She is more stern than both Kasfan and Edea, though not as obsessive as Khourmack; Vanahli often plays the mediator between the four companions, taking care to maintain the balance between prudence and morale.

- **Quirk:** Every positive statement must be accompanied by a negative statement, and vice versa.
- **Vanahli's Insight:** If Vanahli has been rescued and is accompanying the characters to find Kasfan in The Endless Aleworks (which Vanahli will insist upon), she adds 1 to all exploration rolls (see The Endless Aleworks for more information).

Khourmack Greenthumb. Khourmack is a dwarf **druid**, and the founder of Reverie's End. He is a gruff and short-tempered fellow, made even more so by the grim outlook of their circumstances. He is convinced that he can puncture the boundaries of the Dreamlands by growing The Oak high enough to split the false sky—deep down, however, he knows the task is a fool's errand. He maintains a semblance of belief to avoid becoming totally derealized.

- **Quirk:** Must spend all available spell slots each day to grow The Oak (minimum of 1).
- **Khourmack's Giantslaying:** If Khourmack has been rescued and is accompanying the characters to find Edea in the Land of Giants (which he'll offer to do), he adds 1 to all exploration rolls (see Land of Giants for more information).

HUSTLE AND BUSTLE

At the end of each hour you spend in Reverie's End (or whenever you deem it appropriate), roll a d20. On a result of a 19–20, an event happens. Roll on or choose from the table below to see what trouble finds the characters; if you rolled for the event, add 1 to the result for each conscious essence the characters have restored to existence.

Freeform Variant. When running a freeform exploration campaign, whenever a **devourer** is slain, roll a d20. On a 18–20, a conscious essence is added when determining Hustle and Bustle results.

HUSTLE AND BUSTLE

d6+X Event

1 A small group of **devourers** (see the appendix) manifests in the center of town, bearing the nightmarish appearances of people the characters know (GM's discretion).

2 Azgoreoth's nightmare vines burst forth from the earth and wrap around a random character. The character targeted by the vines must make a DC 16 Dexterity (Acrobatics) check or take 7 (2d6) piercing damage and become restrained. On initiative count 20, the vines deal an additional 7 (2d6) piercing damage and attempt to pull the character they're restraining deeper into nonexistence, successfully doing so unless the character succeeds on a DC 16 Strength saving throw. If the character fails three Strength saving throws before being freed from the vines, they are lost forever; not even a *wish* spell can bring them back. The vines have 50 hit points, AC 14, immunity to poison and psychic damage, and vulnerability to fire damage.

3 Everything is suddenly reversed: left becomes right, up becomes down, and the hamlet's layout becomes a mirror image of itself. Each creature in the hamlet must succeed on a DC 14 Wisdom saving throw or gain a random form of short-term madness. The world returns to normal after 1d12 hours.

4 One of the holes of unreality suddenly expands, threatening to consume 2d4 random townspeople (**commoners**). Unless the characters intervene with successful DC 16 Strength (Athletics) checks, the townspeople will slip into nonexistence in 1d2 rounds. If any check is failed by 10 or greater, the townspeople slip into the hole, vanishing forever, and the character who performed the check falls halfway. Unless that character is rescued in 1d2 rounds, they also fall into the hole (see *Traversing the Dreamlands* for more information).

d6+X Event

5 The hamlet and everyone inside begin to melt—but it's merely an illusion. Each creature in the hamlet must succeed on a DC 16 Wisdom saving throw or gain a random form of Long-Term Madness. Creatures who succeed on this saving throw see the world as normal. Otherwise, the illusion ends after 1d12 hours.

6 One of the townspeople (**commoner**) begins to have a panic attack. Unless the characters calm this person with a successful DC 16 Charisma (Persuasion) check, they run off towards the forest edge. They return to the same spot in 1d2 days as a hostile **ghost**.

7 It begins to rain pinkish spores. The spores are harmless, and the townspeople leave their homes and establishments to marvel at the event. Some even cup their hands in the air and collect the spores (thankfully, nobody eats them). It is a brief moment of respite for Reverie's End, and perhaps a sign of changing fortune: for the next twenty-four hours, creatures who witnessed the spores have advantage on Wisdom and Charisma saving throws.

8 Two of Tolemue's counselors (**arboreal warriors**; see the appendix) arrive in Reverie's End. Though bloodied and exhausted from navigating untold nightmares, they gladly join in the townspeople's impromptu celebration for their miraculous survival. The celebration lifts everyone's spirits: for the next 24 hours, creatures who witnessed the counselors' arrival have advantage on Wisdom and Charisma saving throws. The warriors are already beginning to feel the effects of becoming Untethered, and can't recall the way back to Tolemue.

9 A sentient *+1 silver dagger* that calls itself *Revenant* falls from the sky and nearly hits one of the characters. The dagger, too, has been caught in Azgoreoth's snare, though the devourers haven't been able to access its conscious life essence. *Revenant* is a laid back dagger that was once the stalwart companion of a half-orc bard called Gharg; it enjoys nothing more than playing darts (as the dart, of course), being dipped in ale (it claims to feel drunk), and chit-chatting. *Revenant* was separated from Gharg and doesn't know where he is (see the event below).

10 Gharg the half-orc bard (a **noble** with proficiency in Arcana and expertise in Performance) arrives in Reverie's End, drunk and seemingly unfazed by his experiences in the Dreamlands. Gharg claims to have found the path to Tolemue herself, and will agree to lead the characters there if they give *Revenant* back (see event 9).

Following Gharg leads to the Nightmare's Core (see *Traversing the Dreamlands* for more information).

TRAVERSING THE DREAMLANDS

Within the Dreamlands, a “place” is only a place so long as there is enough conscious essence there to sustain it. In this demiplane, a creature is capable of transforming the area around them, but only into actualizations of various nightmares (the pleasant dreams are the tastiest for the devourers, and therefore never have the chance to actualize). Because the very existence of a location is dependent on the responsible dreamer, it is more accurate to describe them as extradimensional pockets within the demiplane that form around the dreamer, much like how the Dreamlands themselves have formed around Tolemue. These pockets of nightmare open into and reconnect to the Dreamlands like interdimensional rifts, and are shaped by the dreamer’s fears, personal histories, and deepest desires. Their entrances can resemble dark tears in space, but in some cases can be as innocuous as a simple door.

Exploration Rolls. As the characters explore each individualized nightmare, they must traverse its surrealistic structure and seek out its core where the dreamer resides. However, this is easier said than done, as these demiplanes follow their own internal logic. This makes the journey more a matter of chance than pure choice.

When the characters enter a nightmare, they always begin with Encounter 1, and are trying to find Encounter 6, the nightmare’s core. Whenever the characters leave an encounter, roll a d4 and add 1 to the result for every encounter the characters have completed already (to a maximum result of 6), including revisits, then consult the table in each nightmare section. Each combat encounter will only occur once, even if the same result is rolled multiple times.

THE ENDLESS ALEWORKS - KASFAN'S NIGHTMARE

Surface Detail. The Endless Aleworks is a demiplane that resembles the interior of a monolithic, multistoried brewery. The whistle of steam and musical clinking of gears is omnipresent, as is the overpowering smell of spoiled wheat. Everything is made almost exclusively of brass.

- All creatures within The Endless Aleworks have disadvantage on Wisdom (Perception) checks that rely on hearing and/or smell.

Ambient Intoxication. At the end of each encounter, each character must succeed on a DC 14 Constitution saving throw or become intoxicated. Dwarves make this saving throw with advantage.

- An intoxicated character must succeed on a DC 14 Dexterity saving throw when taking the Dash action or end their movement and fall prone.
- An intoxicated character has disadvantage on weapon attacks.
- An intoxicated character must succeed on a DC 14 Wisdom saving throw when casting a spell with a verbal component or fail to cast the spell—or accidentally cast something else (GM’s discretion).

THE ENDLESS ALEWORKS ENCOUNTERS

d4+X Encounter

1 The characters enter The Endless Aleworks with a splash, crashing into a lake of fermenting beer. The beer is sticky and warm, but is otherwise harmless. Several of Reverie’s End’s townspeople (**commoners**) are enjoying a drunken swim. If asked for directions, they point in every conceivable direction.

2 Entering the underbelly of a brass boiler room, the characters come under attack by a number of **devourers**—luckily for them, the devourers are intoxicated.

3 If the characters are searching for fragments of the *Staff of Awakening*, they’ll find its crescent head inset into a pressure valve. Taking the crescent head causes a burst of steam to erupt, causing 11 (2d10) fire damage to the character that took it.

4 Atop a rickety mesh of brass catwalks, the characters encounter a group of **steam mephits**. During this encounter, whenever a creature would be knocked prone or use its action to Dash or Dodge, it must succeed on a DC 12 Dexterity (Acrobatics) check or fall to another catwalk below, taking 7 (2d6) bludgeoning damage and landing prone. Creatures with a Fly speed don’t need to make this check. Intoxicated creatures automatically fail this check.

5 A buildup of steam causes a portion of the Aleworks to collapse. Each character must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) bludgeoning damage from falling debris.

6 A huge, awakened brass vat (it uses the **young brass dragon** stat block, except it is immobile and has resistance to slashing and piercing damage) guards the passage forward. It asks the characters to amuse it in some way; should the characters ever repeat something they already did, the brass vat grows upset.

At long last, the characters arrive at the center of The Endless Aleworks. Kasfan Meddlenodder slumbers here. He is guarded by no fewer than 4 **devourers**. Once defeated, Kasfan awakens, and he, the other townspeople (including the characters), and Brightpoint Lodge are restored to Reverie’s End.

LAND OF GIANTS - EDEA'S NIGHTMARE

Surface Detail. The Land of Giants is a demiplane that resembles a prehistoric coniferous forest—everything is big. Very big. This world of skyscraper-tall megaf flora is the ideal hunting ground for its resident apex predators. Edea hides somewhere within the nightmare, fighting for survival.

Megafauna. Creatures encountered in the Land of Giants are one size larger than normal (a Medium creature becomes Large, etc.), up to a maximum size of Gargantuan. If the av-

erage party level of the characters is around tier 1 (levels 1–4), you may ignore stat block modifications. Otherwise, keep the following in mind when deploying creatures:

- A creature’s hit dice are dependent on their size. Their hit points will change.
- Oversized creatures typically do an extra die of damage with their attacks.
- Within the Land of Giants, creatures that are Huge or larger have an additional trait: **Heavy Swings**. When this creature successfully hits a Medium or smaller creature with a natural weapon or melee weapon attack, that creature must succeed on a DC 12 Dexterity saving throw or be knocked prone.

LAND OF GIANTS ENCOUNTERS

d4+X	Encounter
1	The characters find themselves in the middle of an impenetrably large and prehistoric forest. They hear rumbling footsteps approach—then a tyrannosaurus rex crashes through the trees and attacks! The characters come across a giant ape and a tyrannosaurus rex battling for supremacy. Unless the characters interfere, the tyrannosaurus rex will slay the giant ape. Should the characters choose to help, the giant ape thanks the characters by personally escorting them for the remainder of their adventure here.
2	A family of triceratops are munching on some megafloa. They make bellowing warning sounds to the characters, but will not attack unless threatened.
3	If the characters are searching for fragments of the <i>Staff of Awakening</i> , they’ll find its oaken shaft in one of the triceratops’ mouths, stuck between its teeth.
4	A roc flies overhead, searching for its next meal. The characters must either hide from it or fight it off.
5	Two random characters are attacked by prehistoric venus flytraps (treat them as either mimics or shambling mounds). Have each character make DC 14 Dexterity saving throws. On a failure, a character becomes grappled by the flytrap.
6	The characters arrive at the core of Edea’s nightmare: the cave den of a foul-smelling troll and 2 devourers . She is currently suspended over a boiling pot, unconscious. Once the monsters are defeated, the characters may free Edea from her soupy predicament, and restore her (along with Edea’s Place) back to Reverie’s End.

SHATTERED TOWER - VANAHLI’S NIGHTMARE

Surface Detail. The Shattered Tower is a demiplane that resembles Vanahli’s own wizard tower, albeit one that’s been ruined by some calamity. Great chunks of stone float high in the air, spiraling like a staircase. Dust covers almost every surface; magical brooms move to and fro. Books with blank pages are piled haphazardly in corners.

- **Unpredictable Magic.** Wild arcana permeates Vanahli’s Shattered Tower. Whenever a creature casts a spell of 1st level or higher, it must also roll a d20. On a 1 or 2, roll on or choose from the Unpredictable Magic Table to create a random effect:

UNPREDICTABLE MAGIC TABLE

d6	Magic Effect
1	You instead cast <i>polymorph</i> on a random creature you can see within 30 feet of you. If there are no valid targets, you cast it on yourself.
2	Until you leave the Shattered Tower, you can only communicate in Celestial, even if you normally couldn’t understand or speak it.
3	Creatures and objects within 20 feet of you begin to float, as if by the <i>levitate</i> spell. The effect ends after 1 minute.
4	A random limb (GM’s choice) turns invisible. The effect ends once you leave the Shattered Tower.
5	You develop a milky film over your eyes, lose your current senses of sight, and gain blindsight out to a range of 60 feet. The effect ends once you leave the Shattered Tower.
6	Your footsteps are inexplicably thunderous. Whenever you take the Dash action, creatures within 30 feet of you (including yourself) must succeed on a DC 15 Constitution saving throw, taking 7 (2d6) thunder damage and becoming deafened for four rounds on a failure, or half as much damage and not becoming deafened on a success.

SHATTERED TOWER ENCOUNTERS

d4+X	Encounter
1	The characters enter the Shattered Tower via its library. A comically oversized book is leaning against one of the bookshelves; the cover simply says READ ME. The “book” is actually a mimic in disguise.
2	Entering an overgrown botanical garden, the characters are swarmed by a bunch of cartoonish flowers (awakened shrubs); the flowers are harmless, but demand the characters stay and play. They cry whenever the characters leave. Should a character bring a flower outside of the Shattered Tower, it evaporates in their arms. Slowly.

d4+X Encounter

In a long, tubular corridor where gravity turns with the walkway, a phantasmal, sentient image of Vanahli appears. Depending on the average party level of the characters, she uses either the **mage** or the **archmage** stat block (GM's discretion). She is convinced that the characters have imprisoned her, and demands to be set free. If Kasfan Meddlenodder is accompanying the party, someone may attempt a DC 18 Charisma (Persuasion) check to calm the phantasmal image.

3

The characters enter Vanahli's bedchamber. A few of the townspeople of Reverie's End lie dead on the floor, partially devoured. A **ghoul** lies in bed, hidden beneath covers. Another **ghoul** is hidden in the closet, and the third **ghoul** hides under the bed. Once combat ends, the characters hear a baby crying behind a hidden partition. The baby is a simulacrum of Vanahli as an infant.

4

If the characters are searching for fragments of the *Staff of Awakening*, they'll find its jewel amber in a necklace around the infant's neck. Taking it from the baby without proper care will cause the baby to cry, potentially drawing unwanted attention from a nearby **devourer**.

5

Atop a stone platform, a phantasmal, sentient image of Vanahli battles one or more **devourers**. Once the **devourers** are defeated, Vanahli's image shows the way forward.

The characters arrive at the center of the Shattered Tower: a giant, translucent chess board! The pieces are Medium, indestructible objects that move according to the commands of the creatures controlling them. Vanahli Caidan slumbers below the board, but cannot be woken until the characters defeat the GM in a game of chess (alternatively, the board could be pre-arranged in a chess puzzle configuration of the GM's choosing). Should the characters lose the game (or fail the puzzle), the board resets, but not before 1d3 + 1 **devourers** appear.

6

Once the game is won for the characters, Vanahli is freed from her glass prison, and everyone (including Vanahli's Big Hat) are restored back to Reverie's End.

If the characters rescue the infant simulacrum of Vanahli, it transforms into an onyx knight chess piece (*onyx dog figurine of wondrous power*) upon returning to the hamlet.

THE DESOLATION - KHOURMACK'S NIGHTMARE

Surface Detail. The Desolation is a demiplane that resembles the world in ruin: the earth is cracked and barren, while the sky overhead crackles with spider-like tendrils of heat lightning. Ruins dot the horizon.

- **Overwhelming Despair.** The sorrow of this world weighs heavily on the characters' hearts. Whenever the characters finish an encounter, each one must make a DC

14 Wisdom saving throw. A character that fails the save has their Strength score reduced by 1. A character dies if this reduces their Strength to 0 (they are sent back to Reverie's End with 1 hit point remaining). Otherwise, the reduction lasts until the character finishes a short or long rest outside of The Desolation.

THE DESOLATION ENCOUNTERS

d4+X Encounter

1 The characters enter The Desolation onto a bleak plain of cracked earth. Immediately, they feel despair creep into their minds. There is nothing to do but pick a direction and walk.

2

Entering into a small block of freestanding ruins, the characters come under attack by several **shadows** or **ghosts**.

3

The characters see a line of **skeletons** marching on the horizon. There are hundreds of them.

If the characters are searching for fragments of the *Staff of Awakening*, they'll find the inscribed cloth being used as a banner by a band of 1d4 + 2 **skeleton** or **vampire spawn** warriors.

4

One of the characters (determined randomly) steps on a burrowed **barbed devil** or **bone devil**.

5

A 15-foot-wide, 30-foot-deep fissure cracks open beneath the characters' feet. Each character must succeed on a DC 14 Dexterity saving throw or trip into the crevice, taking 10 (3d6) bludgeoning damage and falling prone. Creatures with proficiency in Acrobatics make this saving throw with advantage. A creature at the bottom of the cavern can climb up without difficulty using tools, or with a successful DC 14 Strength (Athletics) check climbing freehand.

6

The characters discover Khourmack fused to an ancient, deadened tree blackened by fire. If touched or otherwise disturbed, it rises as an undead **treant** (it has resistance to necrotic and poison damage, and is vulnerable to fire and radiant damage; it is considered to be both an undead and plant creature). Instead of animating other trees, it summons 2 **devourers** when it uses its Animate Trees option. Once defeated, Khourmack can be safely freed from the creature and returned to Reverie's End; The Oak is also restored.

THE NIGHTMARE'S CORE: AZGOREOTH'S LAIR

Surface Detail. The Nightmare's Core is the foundational center of the Dreamlands. It resembles the Ebony Glade, except it is choked by thorny vines, and all the trees are bare.

The Final Battle. Unlike the other pockets of the Dreamlands, the Nightmare's Core is easily navigable, as it closely resembles the Ebony Glade. A path has been burnt to ash through the glade, leading to its center, where Tolemue's slumbering body resides. Azgoreoth hovers over her form, preoccupied with devouring the near-archfey's life essence; though incredibly difficult, it would be possible for the char-

acters to sneak up on the demon as he drinks.

Treat Azgoreoth as a **nalfeshnee**. Regardless of the average party level of the characters, the four companions of Reverie's End (Kasfan, Caidan, Edea, and Khourmack) accompany them into battle. Depending on the party's average level, consider having a **devourer** appear at the start of each of Azgoreoth's turns.

During the battle, each round on initiative count 20, Tolemue releases 1d4 motes of energy in random directions, up to 2d10 feet away. A non-demon creature that collects this energy (no action required) restores 1d8 hit points and has advantage on their next weapon or spell attack. Motes of energy disappear at the end of the next round.

Once Azgoreoth is defeated, the nightmare ends. Refer to the denouement of the Waking Tolemue adventure path for more information.

ADVENTURES IN THE DREAMLANDS

Whether your players are interested in wandering the nightmares of the Dreamlands or confronting Azgoreoth himself and freeing Tolemue from her slumber, the Dreamlands can accommodate them with satisfying longform play. Note that freeing Tolemue will require exploring the nightmares of Reverie's End, but should the characters choose to leave the Dreamlands earlier, opportunities will arise to do so over the course of their journey.

Each adventure path is described below in stages. As always, feel free to use, modify, or ignore whatever you wish.

FREEFORM EXPLORATION

Overview. One way or another, the characters find themselves caught in Azgoreoth's snare. In order to escape, they must traverse the Dreamlands and seek out the fragments of the *Staff of Awakening*, an artifact of fey origin capable of existing in both the real world and the realm of dreams. Once assembled, the characters can use the *Staff of Awakening* to escape the Dreamlands...at the cost of leaving everyone else behind.

Reverie's End. The characters arrive at Reverie's End, where they're greeted by Chessy, the awakened cat. Chessy tells them of the holes to unreality, the demons' snare, and how its twisted ecology functions. She also tells them that the townspeople, led by Vanahli, an elven wizard, was working on constructing the *Staff of Awakening*, believing it could be the key to escape.

Staff of Awakening. The characters traverse the nightmares of the Dreamlands in search of staff fragments, overcoming the unique challenges of each nightmare while staving off the effects of derealization. This is the bulk of any campaign set in the Dreamlands. As they restore Reverie's End to its full state, they gradually learn that the *Staff of Awakening* can only be used once, and only for a few people. There are four pieces to the staff:

- **Crescent head**, found in The Endless Aleworks.
- **Oaken shaft**, found in the Land of Giants.
- **Jewel of amber**, found in the Shattered Tower.
- **Inscribed cloth**, found in The Desolation.

Climax: Reforging the Staff. The *Staff of Awakening* is reforged, but who gets to use it, and who gets left behind?

- **Confrontation.** The people of Reverie's End (the four companions and up to ten **commoners**) confront the characters over the *Staff of Awakening*. Vanahli attempts to keep the peace, but will side with her companions should violence ensue. She suggests that if the staff were used on Tolemue herself, it would free everyone from the nightmare. Khourmack, however, wishes to seize the staff for the town; persuasion will be needed to keep tensions from boiling over.
- **The Battle of Reverie's End.** Should the characters engage the town in combat—be it from Khourmack or their own instigations—they'll need to fight to the death for the right to use the *Staff of Awakening*. An unfortunate end for all involved.
- **Tensions Simmer.** Tensions are eased, if only temporarily. So long as the characters don't try anything shifty, days pass as both the characters and the town search for Tolemue within the Dreamlands. At last, Gharg the half-orc bard (see *Hustle and Bustle* on page 7) arrives in town with a way forward.

Denouement: Freedom—But At What Cost? If the characters use the *Staff of Awakening* by themselves, they wake up on the outskirts of the Ebony Glade just in time to see the staff vanish into dreamlike mist. Though free from Azgoreoth's nightmare, they must live with the burden of leaving innocent souls behind. Should Tolemue remain in the Dreamlands for another six months, she dies: the Ebony Glade wilts to nothing, the creatures trapped within her Dreamlands are destroyed, and the demons depart for new hunting grounds.

WAKING TOLEMUE

Overview. After wandering too close to the Ebony Glade, the characters are caught in Azgoreoth's snare. They learn of Tolemue, the ancient dryad, and set out to free her—and everyone else—from her endless slumber. In order to find Azgoreoth and defeat him, they'll need to traverse the Dreamlands in search of powerful allies.

Reverie's End. The characters arrive at Reverie's End, where they're greeted by Chessy, the awakened cat. Chessy tells them of the holes to unreality, the demons' snare, and how its twisted ecology functions. In order for the characters to save themselves, they'll need to dive into the nightmares of lost souls and recover their conscious essence.

Restoration. The characters traverse the nightmares of the Dreamlands in order to save Reverie's End, overcoming the unique challenges of each nightmare while staving off the effects of derealization. As with freeform exploration, this is the bulk of any campaign set in the Dreamlands. There are four people to save:

- **Kasfan Meddlenodder**, found in The Endless Aleworks.
- **Edea Olalar**, found in the Land of Giants.
- **Vanahli Caidan**, found in the Shattered Tower.
- **Khourmack Greenthumb**, found in The Desolation.
- Directed by Vanahli's magic, the four companions, in conjunction with the characters, can direct their conscious energy into piercing the Dreamlands: a one-way portal opens to the Nightmare's Core in town. It is there that they will find Azgoreoth.



Climax: Confronting Azgoreoth. The characters and the four companions of Reverie's End enter the Nightmare's Core, where they may face the demon himself in direct combat. Refer to page 11 for encounter information.

Denouement: The Sleeper Has Awakened. If the characters successfully defeat Azgoreoth, they free Tolemue from her tortured slumber: the nightmare ends, and everyone who survived the encounter awakens at the center of the Ebony Glade. The demons are gone, back to the hell from whence they came.

- **No casualties.** If none of the player characters died during the climactic battle with Azgoreoth, Tolemue bestows upon them a gift: the *Staff of Awakening*.
- **One or more casualties.** If one or more of the player characters died during the climactic battle with Azgoreoth, Tolemue sacrifices her own conscious essence to restore them to life.
- **Delivering the Staff.** If the characters give the *Staff of Awakening* to Tolemue, she restores its magic and returns it to the characters (see the appendix). Vanahli asks for the staff to study it, but isn't willing to fight over it.

CONNECTION TO THE GREPHEARON

While the Dreamlands are a phenomenon localized to a specific area (the Ebony Glade) created by Azgoreoth's meddling with fey energy, it is possible for a Game Master to connect it to The Grephearon.

Azgoreoth's Origins. Azgoreoth was once an artisan who worked for the Dream Shaper, the enigmatic god-ruler of The Grephearon, but went rogue once he discovered that the Dream Gallery could be used to absorb the life energies of dreamers. Once this betrayal was discovered, Azgoreoth was banished from the realm—but not without his abilities. Now, he defies the Dream Shaper by crafting delectable nightmares in real time.

Grephearon Influence. At the GM's option, you can replace any encounter in the *Traversing the Dreamlands* section with one or more appropriate alternatives from the Grephearon.

EXAMPLE TREASURE

Items associated with dreams, the fey, and nature would be appropriate treasure for adventures in Tolemue's Dreamlands. For example, the *bottled abyss*, *nightmare flask*, *phantom fire staff*, or *scroll of nightmares* would be thematic for the harrowing nightmares of the demiplane, whereas the *dream catcher*, *dream mantle*, *dream saber*, or *hourglass of slumber* would be fitting for the greater dream-like nature of it. The *bramble buckler*, *ironleaf oaken shield*, or *Ol' Stumpy* would be a good match for either the pair of Tolemue's guards or even Khourmack. Of course, seeing as the Ebony Glade is within the fey realm, items like the *dryad's key*, *dryadleaf*, *fey-touched armor*, *feywatch shield*, or *feywood ivy* are natural matches for it.

STAFF OF AWAKENING



APPENDIX: THE STAFF OF AWAKENING

STAFF OF AWAKENING

Staff, artifact (requires attunement by a spellcaster)

This fey staff's shaft is hewn from the wood of an ancient, mysterious oak in the Ebony Glade, whose roots are said to have absorbed the dreams of elves from long ago. A perfect sphere of amber from that same oak hangs suspended in the center of it. While attuned to the staff, you are immune to the dream and sleep spells.

Charges. The staff has 10 charges for the following properties. It regains all expended charges daily at dawn. If you expend the staff's last charge and are not fey or lack the Fey Ancestry trait, roll a d20. On a 1, the staff disappears into a dreamlike mist and returns to the Ebony Glade in the realm of the fey.

Sleep. While holding the staff, you can use an action to expend 1 of its charges to cast the *sleep* spell from it. This version of the spell uses 3d8 to determine the maximum number of hit points for the spell, but targets a single creature within the spell's range instead. You can use the staff to cast the normal version of the spell at 1st level by expending 2 or more of its charges in this way, instead. For every 2 charges you spend after the 2nd, the level of the spell increases by 1.

Destroying the Staff. The only way of destroying the *Staff of Awakening* is to leave it in the workshop of the Grephearon, where its artisans untangle the dreams from which its originating oak grew. Doing so takes 1 year, after which the staff can be broken like a normal branch.

Dormant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you.

(Prerequisite: 5th level) **Nightmare.** This staff can be wielded as a magic quarterstaff that deals an extra 1d8 psychic damage to any creature it hits. When you fail to put a creature to sleep with a sleep spell cast from the staff, that creature takes an amount of psychic damage equal to half the spell's remaining hit point total.

(Prerequisite: 5th level) **Rested.** While attuned to the staff, the amount of time you need to finish a long rest is halved, down to a minimum of 4 hours.

(Prerequisite: 9th level) **Dream Walker.** Sleep spells you cast roll an extra die when determining the spell's total number of hit points. In addition, you can reroll any 1 or 2 you roll on the spell's dice. You must use the new roll.

You can cast the *dream* spell from the staff, even if you're asleep or in a trance. You don't need to be holding the staff to cast the spell in this way, although it must be within 30 feet of you, and you must be the messenger of the spell. If you finish the spell and wake up, the staff immediately loses 5 charges, up to the maximum it has remaining. If you remain asleep or in a trance until you finish a long rest, it doesn't lose any charges. This version of the spell can't make the messenger appear monstrous to the target.

(Prerequisite: 13th level) **Awaken.** While holding the staff, you can cast the *awaken* spell from it, without any material components. To do so, you must use the spell's normal casting time and trace the spell's magical pathways into the staff's amber sphere. The lines vanish at the end of the spell. Once this property of the staff has been used, it can't be used again until 30 days have passed.

This part of the Awaken property is only discovered when a *legend lore* spell is cast on the staff: the version of the *awaken* spell cast by the staff can be used on itself, revealing additional properties. The *Staff of Awakening* gains the following properties once the *awaken* spell has been cast on it from the staff.

Sentience. The *Staff of Awakening* is a sentient chaotic good staff with an Intelligence of 10, a Wisdom of 19, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet; it can also see invisible creatures within that range. The staff communicates telepathically with its wielder and can speak, read, and understand Common, Elvish, and Sylvan. While you're attuned to it, it can communicate with you as long as you're within 30 feet of it.

Personality. The *Staff of Awakening* is dreamlike in its whims and wishes, and it always seems to be partially distracted. While you're attuned to it, the staff can also appear in your dreams, during which time it is exceptionally coherent and insightful. It loves nothing more than analyzing the dreams of other people and imagining far-flung scenarios.

Dream Aura. While holding the staff, you can use an action to create an aura of dreams, which extends from you in a 40-foot radius. When a creature starts its turn within the aura with fewer than half its maximum hit points remaining, it immediately regains a number of hit points equal to 1d8 plus your spellcasting ability modifier if it's friendly to you, or takes psychic damage equal to that amount instead if it's hostile. The aura remains for 1 minute or until you end it early (no action required). Once this property of the staff has

been used, it can't be used again until the next dawn. Alternatively, you can use an action to expend 10 charges from the staff to use this property again.

Improved Nightmare. When you hit a creature with the staff, you can expend 1 of its charges to deal an extra 2d8 psychic damage to the target.

Increased Charges. The staff's maximum number of charges increases to 20; it regains 1d10 + 10 expended charges daily at dawn, instead of all of them. In addition, if you expend its last charge, you don't need to roll a d20 if you aren't fey or lack the Fey Ancestry trait.

Plane Shift. You can use an action to expend 7 charges from the staff to cast the *plane shift* spell from it, using the staff as the tuning fork for the spell. When cast in this way, creatures targeted by the spell are transported to the Ebony Glade on the plane of the fey. If the spell is cast while you're on that plane of existence, the targets are instead transported back to wherever the *plane shift* spell was last cast before bringing creatures to the Ebony Glade. Alternatively, you can expend 7 charges to magically teleport you and up to eight willing creatures linking hands to the location where you last finished a long rest, provided that you're on the same plane of existence.

Premonition. When you start a long rest, you can focus on a question about an upcoming event that can be answered with either "good" or "bad." If you fall asleep during that rest, you learn the answer to the question at the end of the rest. At the GM's discretion, any dreams you have during that rest may reflect details of the event. This property doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion.

Psychic Resistance. While holding the staff, you have resistance to psychic damage.

APPENDIX: DREAMLANDS STAT BLOCKS

ARBOREAL WARRIOR

Arboreal warriors are fey soldiers of dryad descent that are typically responsible for defending the same forests as their ancestors. They often carry deep-seated grudges against one or more powerful archfey, who they consider to be responsible for their dryad mothers' circumstances.

DEATH HAZE

In the miasma of nightmares, either in the space of dreams or in the lands that touch them, the threat of a death haze is a constant worry. Death hazes create powerful illusions responsible for luring unsuspecting dreamers into peril, convincing them of any manner of temptations or fears with their illusory appearances.

ARBOREAL WARRIOR

Medium humanoid (half-dryad), any alignment

Armor Class 17 (half plate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Str +4, Wis +5

Skills Athletics +4, Nature +2, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Spellcasting. The warrior is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following ranger spells:

Cantrips (at will): *druidcraft*, *produce flame*

1st level (4 slots): *entangle*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *locate animals or plants*, *spike growth*

3rd level (2 slots): *speak with plants*

Tree Step (1/Day). The warrior can use 5 feet of movement on its turn to magically step into one Large or bigger living tree within its reach. The warrior instantly knows the location of all other living trees within 60 feet of it, before emerging from one of those trees of the warrior's choice that is Large or bigger. The warrior appears in an unoccupied space within 5 feet of the new tree.

ACTIONS

Multiattack. The warrior makes two weapon attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Summon Beast (Recharges after a Short or Long Rest).

The warrior summons a fey spirit that takes the form of a beast of challenge rating 1 or lower, which appears in an unoccupied space that the warrior can see within 60 feet of it. The beast disappears when it drops to 0 hit points or when the warrior dismisses it as a bonus action. The beast is friendly to the warrior and its companions, it shares the warrior's initiative but takes its turn immediately after the warrior's, and it obeys the warrior's verbal commands. If the warrior doesn't issue any commands, the beast takes the Dodge action and uses its movement to avoid danger.

DEATH HAZE

Gargantuan undead, neutral evil

Armor Class 14

Hit Points 75 (6d20 + 12)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Dex +7, Int +3, Wis +5

Skills Deception +9, Insight +5, Persuasion +6

Senses blindsight 60 ft., passive Perception 12

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

Condition Immunities blinded, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages telepathy 60 ft.

Challenge 6 (2,300 XP)

Continual Projection. The haze continuously projects the image of a humanoid in its space, which it has total control of. To a creature who has not perceived the humanoid to be an illusion, the haze's true smoky form is invisible, and the creature rationalizes any illogical outcomes from interacting with the humanoid, including believing it to be tangible. The illusion seems completely real, including sounds, smells, and temperature appropriate to the humanoid depicted. When the haze communicates telepathically with a creature, it can do so through the illusion, as if the humanoid was speaking a language the creature understands.

A creature that uses its action to examine the humanoid can determine that it is an illusion with a successful DC 17 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through the humanoid, its other sensory qualities become faint to the

creature, and the creature sees the haze's true form.

While in the area of an *antimagic field*, the haze's true form is visible to all creatures and its humanoid projection is suppressed. If targeted by *dispel magic*, the haze must succeed on a Constitution saving throw against the caster's spell save DC or the projection vanishes for 1 minute.

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

Smoke Form. The haze can occupy another creature's space and vice versa, and it can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The haze's space is lightly obscured to any creature that perceives the haze's true form.

ACTIONS

Delude (Recharge 5–6). The haze attempts to control the perceptions of a creature it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or become charmed by the haze for 1 hour or until its concentration ends (as if concentrating on a spell). While charmed in this way, the target doesn't perceive the effects of any damage it takes, it has disadvantage on saving throws against the haze's Nightmarish Assault, and it is impossible for the target to discern the haze's humanoid illusion for what it is, even if the creature would otherwise see through illusions, such as via truesight.

Nightmarish Assault. The haze floods the mind of one creature in its space with visions of the creature's deepest fears. The target must make a DC 14 Intelligence saving throw. On a failed save, the creature takes 36 (8d8) psychic damage and becomes frightened until the end of the haze's next turn. While frightened in this way, the creature's speed is reduced to 0. On a successful save, the creature takes half as much damage and isn't frightened.

ARBOREAL WARRIOR



DEVOURER

The wretched, imp-like thralls of Azgoreoth that infest the Dreamlands in which he feasts. Devourers are virtually invisible in darkness, and look like demons of lightless smoke. They silently harvest the conscious energy of living creatures that become caught in their dreamy demiplane, siphoning away their life and the tethers that bind their body and soul together.

DREAM FUNGUS

A dream fungus is a towering mushroom that spreads brain-altering spores which allow it to lure and poison the minds of passersby. Its spores are known to create violent hallucinations resulting in berserking fits and unspeakable fear.

DEVOURER

Small fiend (demon), chaotic evil

Armor Class 13

Hit Points 33 (6d6 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Skills Deception +4, Insight +2, Perception +2, Stealth +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 12

Languages Abyssal, Common, telepathy 30 ft.

Challenge 2 (450 XP)

Shapechanger. The devourer can use its action to polymorph into a Small or Medium humanoid (speed 30 ft.), into a beast form that resembles a rat (20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Regardless of its form, the devourer can only appear in shades of gray. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Death Leech. Whenever a creature within 30 feet of the

devourer suffers a death saving throw failure or dies, the devourer regains 5 (1d10) hit points.

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

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

Umbral Stealth. While in dim light or darkness, the devourer can take the Hide action as a bonus action. While in darkness, the devourer is invisible to any creature that relies on darkvision to see it in that darkness.

ACTIONS

Multiattack. The devourer makes two melee attacks.

Claw (Fist in Humanoid Form; Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage (bludgeoning damage in humanoid form; piercing damage in beast form).

Devour Life. The devourer lashes out with a dark tether, sapping the hope and fortitude of a creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) psychic damage. The devourer regains hit points equal to half the damage dealt.

Invisibility. The devourer magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the devourer wears or carries is invisible with it.



DREAM WITCH



DREAM FUNGUS

Large plant, unaligned

Armor Class 10 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	6 (-2)	12 (+1)	5 (-2)	13 (+1)	3 (-4)

Damage Resistances psychic

Condition Immunities blinded, charmed, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1 (200 XP)

False Appearance. While the fungus remains motionless, it is indistinguishable from an ordinary fungus.

Limited Telepathy. The fungus can magically communicate simple ideas, emotions, and images telepathically with any creature within 30 feet of it that can understand a language.

Noxious Body. A creature that touches the fungus or hits it with a melee attack while within 10 feet of it takes 4 (1d8) poison damage and is subjected to the fungus's Frenzying Spores or Terrorizing Spores (determined at random).

ACTIONS

Frenzying Spores. The fungus ejects spores at one creature it can see within 10 feet of it. The target must succeed on a DC 10 Wisdom saving throw or become charmed until the end of the fungus's next turn. While charmed in this way, the creature regards all creatures it can see as enemies. Whenever the charmed creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the charmed creature, the creature must make that attack if it is able to.

Terrorizing Spores. The fungus ejects spores at one creature it can see within 10 feet of it. The target must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute and begin hallucinating horrific visions of its deepest fears. If the saving throw fails by 5 or more, the creature is incapacitated for the same duration. At the end of each of the frightened creature's turns, it must succeed on a DC 10 Wisdom saving throw or take 11 (2d10) psychic damage. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the fungus's Terror Spores for the next 1d4 hours.

DREAM WITCH

Small humanoid (goblin), neutral evil

Armor Class 14 (hide armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin, Sylvan

Challenge 3 (700 XP) or 5 (1,800 XP) when part of a coven

Innate Spellcasting. The witch's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*

3/day each: *bane*, *command*, *sleep* (7d8)

1/day each: *dream*, *hypnotic pattern*

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

Nimble Escape. The witch can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The witch deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the witch that isn't incapacitated and the witch doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The witch makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Collapse. When the incapacitated or prone condition ends on a creature the witch can see within 60 feet of it, the witch attempts to magically cause that creature to falter. The creature must make a DC 13 Constitution saving throw. On a failed save, the creature falls prone, its speed is reduced to 0, and it is incapacitated until the end of its next turn.

DREAM WITCH

Goblinoid spellcasters that dabble in the magic surrounding dreams are sometimes given titles of soothsayer or prophet among goblin society. Their magic grows more powerful when among their spellcasting peers, approaching the likes of even hags.



HALF-DRYAD

HALF-DRYAD

FOR AS LONG AS ILLANARA COULD REMEMBER, HER parents had been in love: her mother, cloaked in leaves, a fey child of the forest, and her father, a huntsman from a distant land, far beyond the confines of their home. An unlikely pair, they'd met under the summer moon over two decades ago. She'd found him stuck in the iron jaws of one of his own traps, half dead, and nursed him back to health. He's had a limp ever since, but it's been worse lately. Much worse. Illanara had taken over the hunting duties weeks ago. Her father could hardly rise to drink water, let alone search for game.

"Is this a sickness?" She'd asked him.

"No," her father muttered. "Just old age."

And her mother was spending more and more time hidden in the veil of the trees.

"Are you no longer in love? You've been going away so long lately." Illanara asked her.

Her mother smiled, but it seemed somehow sad to Illanara, in a way she couldn't understand. When she spoke, her voice was like music. "That's just it, Illanara, I'm still very much in love. I cannot bear to see him pass beyond my sight."

Illanara thought for a moment. Then she said, "Couldn't we bind him to the trees, like you?"

Her mother shook her head. "No, my child, that is not what he wants. He wishes to remain human, and to be buried in human lands."

"But you can't—" Illanara fell silent, realization washing over her. She had to be the one to carry him back home. "I can't leave you here alone." She said, finally.

Again that sad smile. "I won't be alone." Her mother said. "You and he will always be with me. My duty is to this place, and my true love found me—but your love lies elsewhere. It is now your duty to go and find it."

Before Illanara could respond, her mother stepped into the veil, but her voice still carried on the wind. "Bear your father's body to his homeland. Show the world what love has accomplished here. Be its ambassador, its example, and its protector."

Half-dryads, also called sproutlings, are the offspring of dryad fey and their humanoid lovers, typically acetic druids who forswore the cold comforts of civilization for the dizzying freedom of the wilds. As such, the sproutling's home is made wherever their mother's bonded tree resides—within the forests, glades, and jungles of the world. Half-dryads, being the result of intense love affairs, are exceedingly rare; no two are alike, though many have an innate tendency toward romance, having witnessed firsthand their parents' love for one another. It could be said that such sproutlings love love in all its forms, and are constantly searching for (and spreading) the kindness and sublime feeling of it.

CHILDREN OF SPRING

Because dryads are protectors of the forest and bound to the livelihood of a single tree, they seldom come into contact with humanoid creatures—and when they do, it often ends in conflict over the forest's safety. To dryads, most humanoids are little better than locusts, consuming everything along their "path of progress"; and to humanoids, dryads are beguiling, vengeful creatures that are best avoided at all costs.

How, then, is love possible?

As with all great love stories, it begins with a chance encounter: a huntsman, believing his bow is aimed at a monster, lowers his weapon when he hears a melodic voice kiss his ears. A dryad discovers a wandering druid in her grove, and follows them out of curiosity, having never seen such a creature. Though the details vary, the theme remains the same: where the weed of fear is torn, radical love emerges. Sproutlings are the manifestation of that love. They are the bridge between two worlds, living symbols that prove the age old adage, "love conquers all."

HONOR THE FOREST

Sproutlings are born with a strong connection to their mother's forest, though they are not bound by magic to dwell there forever. To honor their birthplace, sproutlings often weave native flora into their own hair (either manually or with a touch of fey-born magic). Some sproutlings even form a bond with a particular bird or small mammal and allow them to nest in their hair!

THE DARK SIDE OF THE HEART

Though a half-dryad is most often born of love, there is a darker alternative: the dryad mother, if cursed by an archfey, may pass on a part of the curse to her child. In such cases, the child's health is tied to that of the mother's tree; should the tree ever be destroyed, both mother and child would suffer. Sproutlings born of the archfey's curse tend to stay closer to home than others, forgoing their humanoid freedom to aid their mother in the forest's protection. Quests of vengeance, too, are not uncommon: a dryad may have a child not out of love, but out of a vicarious desire for freedom and revenge, and groom them into a fierce warrior for that expressed purpose. Such warrior offspring are often tasked with or assume the mantle of seeking out and ending their mother's curse (and therefore their own), as well as slaying the archfey responsible for it.

OUT OF THE FOREST, INTO THE WORLD

The half-dryads that leave the protection of their mother's forest usually do so to seek out the love of their life, whether it be a person, a place, or greater calling. Across their travels, they spread their natural light to even the dimmest corners of the world. Though confronted with the cynicism of civilization on a daily basis, sproutlings are implacable optimists—even the ones born of the archfey's curse possess an innate, and often charming, naivety.

HALF-DRYAD NAMES

Half-dryads typically have a Sylvan name as well as either a Common or Elvish one. Sylvan names are universally given by their dryad parent, but is often left as a private name for use within the family. Such names are often evocative of beautiful moments in nature, like a flower in a dappled sunbeam, and tend to share meaning between the half-dryad's parents. Their Common or Elvish public names are more run of the mill, and are dependent on whatever local culture they were raised in outside of the home.

Sylvan Names: Asmaiiel, Celya, Ehtra, Hérien, Merilien, Náríma, Sirathil, Siyonryn, Talaimor, Yste

CREATING YOUR HALF-DRYAD

When creating your half-dryad, use these traits as a guide, rather than a rule. A half-dryad's fey lineage is reflected in its Natural Magic and Tree Step traits, while the individualistic nature of their upbringing—be it from a place of love or vengeance—is reflected in the flexibility of their Alignment trait. In the instance of the sproutling being groomed for battle, increase your Strength score by 2 instead of Wisdom, and replace the druidcraft cantrip with *true strike*. Finally, a sproutling's language may change depending on the humanoid parent: you may replace the Elvish language with another language of your choice.

Lastly, when you select this race, you can choose to be Small, instead of Medium.

HALF-DRYAD TRAITS

Your half-dryad character has a number of traits common with all other sproutlings.

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Age. Half-dryads mature at the same rate humans do and reach adulthood around the age of 20. They live about half again as long as humans, however, often reaching over 120 years old.

Alignment. Like most humanoids, half-dryads are as likely to be good as they are to be evil. Half-dryads raised by dryad mothers may trend towards chaotic, whereas those raised by their other parents, especially those of neighboring druidic circles, may have more lawful leanings.

Size. Half-dryads typically have fair and slender human builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your sylvan lineage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Forest Speech. You have the ability to communicate with beasts and plants to a limited extent. They can understand the literal meaning of your words, although you have no special ability to understand them in return.

Natural Magic. You know the *druidcraft* cantrip. Wisdom is your spellcasting ability for it.

Tree Step. You can use 5 feet of movement on your turn to magically step into one living tree within your reach. You instantly know the location of all other living trees within 60 feet of you, before emerging from one of them of your choice. You appear in an unoccupied space within 5 feet of the new tree. Both trees must be Large or bigger. Once you've used this feature, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common, Elvish, and Sylvan.



CIRCLE OF THE GROVE

NEW DRUID CIRCLE

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF THE GROVE

Druids of the Circle of the Grove spend weeks alone in forest glades in silent meditation. They find peace and wisdom in the stillness of the woods, and in time learn how to become a part of them themselves. Ancient rings of trees are sometimes archdruids themselves, transformed into trees in endless meditation. Dryads and half-dryads that become practicing druids are often members of this Circle.

CIRCLE SPELLS

When you choose this circle at 2nd level, your deep-rooted connection to plantlife grants you the ability to cast certain spells. This connection grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Grove Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE GROVE SPELLS

Druid Level	Spells
2nd	<i>goodberry, entangle</i>
3rd	<i>enlarge/reduce, lesser restoration</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>blight, giant insect</i>
9th	<i>commune with nature, tree stride</i>

PLANT SHAPE

Starting at 2nd level, you gain the ability to use Wild Shape to transform into an awakened shrub. You decide the kind of shrub, as well as the nature of its trimming. Furthermore, when you assume the form of a beast using Wild Shape, you can cause the form to have the plant type instead. When you do, the bestial form becomes made of foliage, vines, and similar plant matter. The plant version of the bestial form has vulnerability to fire damage.

While transformed into a plant, your melee attacks can use your Wisdom modifier for attack and damage rolls, instead of Strength or Dexterity.

You can cast any spell that you know from your Circle of the Grove Spells table while transformed into a plant in this way. Starting at 5th level, when you use an action to cast the *plant growth* spell while transformed into a plant, you also regain a number of hit points equal to $3d8 +$ your Wisdom modifier.

RAZOR LEAF

Also at 2nd level, you can use an action to hurl up to 2 magical leaves at a target that you can see within 60 feet of you. Make a ranged spell attack for each leaf, which can target either the same target or a different one. On a hit, a target takes slashing damage equal to $1d4 +$ your Wisdom modifier.

The leaves' damage increases when you reach certain levels in this class: 5th level ($2d4$), 11th level ($3d4$), and 17th level ($4d4$).

You can use this feature even while transformed into a plant using your Wild Shape. Once per turn, if you miss with one of the leaves and are transformed into a plant, you can immediately make one extra attack with another leaf against that target. In addition, when you use your Wild Shape to transform into a plant, you can immediately make an attack with one of these leaves as part of that transformation.

ROOTED

Starting at 6th level, you take on treelike features while concentrating on a druid spell. Choose a Rooted Appearance or roll on the table below.

ROOTED APPEARANCE

d6 Appearance

- 1 *Your hair turns green and leafy or grasslike.*
- 2 *Your eyes resemble tree knots.*
- 3 *Your fingers look like twigs.*
- 4 *You bleed sap.*
- 5 *Flowers sprout from your body.*
- 6 *When you move, it sounds like a creaking tree.*

For as long as you have this appearance, you gain a +10 bonus to any Dexterity (Stealth) check you make in areas of dense foliage. Starting at 10th level, you also can't be moved against your will or knocked prone while you have it.

In addition, if the spell was cast using a spell slot of 1st level or higher, your skin becomes barklike. You gain the effect of the *barkskin* spell for as long as you concentrate on the spell. For the duration, you have resistance to nonmagical bludgeoning and piercing damage, and if you're also transformed into a plant creature, you ignore any vulnerability to fire damage you have.

GREATER PLANT SHAPE

At 10th level, your understanding of plant forms becomes second nature to you. You can use a bonus action to transform into either an awakened shrub or plant version of a beast using your Wild Shape, instead of using an action. Further, your plant forms no longer have vulnerability to fire damage.

You can also use an action to use your Wild Shape to transform into an awakened tree. The height of this tree can be a number of feet tall up to twice your druid level. Alternatively, you can expend two uses of Wild Shape at the same time to transform into a shambling mound. When an engulfed creature escapes the mound's grapple, that creature is no longer engulfed and enters a space of its choice within 5 feet of the mound.

OAKHEART

By 14th level, you are as strong and timeless as even the most ancient oaks.

- If you spend at least 1 hour in sunlight, you don't need to eat or drink for 24 hours.
- You always have the *transport via plants* spell prepared, which doesn't count against the number of spells you can prepare each day. Further, you can cast it once without expending a spell slot. Once you cast it in this way, you can't do so again until you finish a long rest.
- Roots extend from you while you're transformed into a plant using Wild Shape, provided that you're on the ground. Hostile creatures within 30 feet of you treat the ground as if it's difficult terrain, as your roots reach up and hinder their movement. You also have tremorsense out to the same range.

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