



Free Monsters

For "The Hunt: Rise of Evil"

Notice:

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Special Welcome: We would like to welcome John Kubisz and Kenny Lewis to the Mystic Eye Games team. After their fantastic entries to our monster contest, we could not help but to ask them to join us indefinitely.

Nightmares & Dreams

Creature Contest Winners

Grand Prize: Kenny Lewis-Visceral Mass

2nd Place: Doug Meerschaert-Soul of Evil

3rd Place: John Kubisz-Ethereal Parasite

4th Place: Brion Wauters-Drejori

5th Place: Rob Harper-The Pardoner

6th Place: John Kubisz-Zsibuk, Lord of Snails

7th Place: Robert Gould-Marionnette

8th Place: Shawn Kehoe-Silent Horror

9th Place: John Kubisz-Block

10th Place: John Kubisz-Lost-One



Nightmares & Dreams: A Creature Collection



The Free Monsters

Collection I:

Here you will find the compilation of our free monsters from the Nightmares & Dreams pre-release promotion.

Add these great creatures to the N&D collection and offer up more horror or strangeness to your d20 campaign.

The Monsters in this free collection are:

The Weedling

The Bladesnake

The Unknitter

The Heartbreaker

The Black Lover

The Dream Dragon

The Dancing Dead

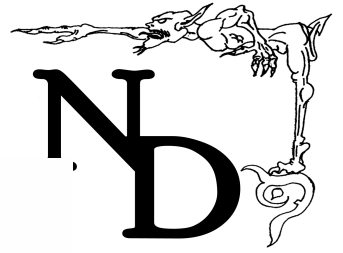
The Catnap

The Dream Elemental

And

The Crimson Orb





Weedling

Type: Medium Plant
Hit Dice: 3d8 +3 (16 hp)
Initiative: +0
Speed: 30 ft.
AC: 15 (+5 natural)
Attacks: 2 Claws +3 melee
Damage: Claw 1d4 +1
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Plant, Regeneration 3
Saves: Fort +4, Ref +1, Will +2
Abilities: Str 13, Dex 11, Con 13, Int 11, Wis 12, Chr 11
Skills: none
Feats: none
Climate/Terrain: Any land
Organization: Solitary, cluster (2-5), or colony (6-20)
Challenge Rating: 4
Treasure: None

Alignment: Usually Neutral Evil
Advancement: 4-6 HD (Large); 7-12 HD (Huge)
Description: A weedling looks like the humanoid version of a large dandelion or sunflower. Its orb-like head is surrounded by ragged yellow petals. Its plain face is tan with a slit mouth and two expressionless black spheres for eyes. The weedling's upper body is green with sparse, stubby hair. Its lower body is brown, and covered in root-like hair. The creature has long, thin arms that end in spindly and sharp fingers. The weedling's legs are relatively short and feature stubby feet.



In their spare time, weedlings enjoy tearing up healthy fields or gardens. Afterwards, they "plant" themselves from the waist down and draw nutrients from the well fertilized and irrigated soil. While planted, it is easy to mistake them for large, inanimate flowers. When they have drawn all they can from an area, they move on and repeat the process.

Weedlings speak their own language and rarely learn the language of others. They are selfish creatures that live off the hard work of farmers and gardeners.

Nightmare/ Dream: A farmer is walking through his field. He is pleased with what he sees, as the plants are healthy and growing. His smile suddenly dissolves when he rounds the corner of his farmhouse and sees an entire patch of his crop uprooted and destroyed. In its place is a cluster of huge dandelion-like weeds. He grabs his pitchfork from the side of the house and stomps towards the weeds with a look of vengeance. The weeds suddenly animate, their flowered heads returning a gaze of inhuman terror. The farmer's jaw drops as he stares in disbelief. The weed-creatures swiftly uproot themselves and march toward the petrified farmer who feints from fright.

A Kentucky gardener snaps awake with a gasp. Those pesky weeds followed him into his dreams. He has been trying to avoid using herbicides, but a nasty cluster of dandelions has been killing off his prized begonias. No matter how many weeds he plucks, they keep coming back. He decided then and there, herbicides are the answer. He clutches his pillow and tries to clear his thoughts of the weeds before he drifts to sleep.

Combat: Weedlings use a combination of spell-like abilities and claw attacks in combat. They are strong, focused opponents who do not back down from a threat.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Regeneration (Ex): Fire and acid deal normal damage to a weedling.

Spell-like Abilities (Sp): 3/day—*Entangle*, *goodberry*, *pass without trace*, *warp wood*, *wood shape*; 1/day—*plant growth*, *spike growth*, *control plants*. These abilities are as the spells cast by an 8th-level druid (save DC 11 + spell level).





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Blade Snake

Type: Tiny Animal
Hit Dice: 1/2 d8 (2hp)
Initiative: +3 (+3 Dex)
Speed: 15 ft., climb 15 ft.
AC: 15 (+2 size, +3 Dex)
Attacks: Bite +1 melee
Damage: Bite 1d2
Face/Reach: 2 1/2 ft. by 2 1/2 ft./ 0 ft.
Special Attacks: Blade fall, Blade field
Special Qualities: Blindsight
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 4, Dex 16, Con 10, Int 2, Wis 12, Cha 12
Skills: Balance +10, Climb +12, Hide +13, Listen +4, Spot +4
Feats: -
Climate/Terrain: Any forest
Organization: Clutch (4-8), cluster (9-16), colony (17-30)
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement: None
Description:

Blade snakes have exceptionally thin bodies that are pale color. The source of the blade snake's name is the exceptionally white or even translucent in sharp bone tip at the end of its sense vibrations to detect prey, blade snakes aren't snakes at all. and chew their food rather than trying to swallow it whole. This allows a large number of blade snakes to share in consuming a single large victim. Blade snakes remain together in large family groups and hunt together, seeking the largest prey they can safely attack.

While blade snakes usually select smaller prey, they have been known to attack creatures as large as horses. Some survivors of blade snake attacks described a rain of snakes falling from tree branches, tail-first. Others have described stepping on something very sharp, and then getting swarmed by a large number of biting snakes. Certain explorers have suggested the snakes eat fruit and only attack to defend their trees. While they do tend to make their dens near fruit trees, this is because the fruit attracts easy prey. Orchard owners finding signs of blade snakes promptly offer rewards for their sharp tails.

Nightmare/Dream:

A young woman came across a den of newly hatched grass snakes while gardening. Terrified of snakes to begin with, she began to chop the snakes to pieces with a sharp shovel. While the terror and fear faded after the snakes were killed, she revisited the horror that very night in a terrifying dream. She dreamed a hail of tiny snakes fell from the sky to impale her with their tails and pin her to the ground. She awakened with a piercing scream when the dream snakes began to bite her, and her fear left her unable to sleep for the rest of the night.

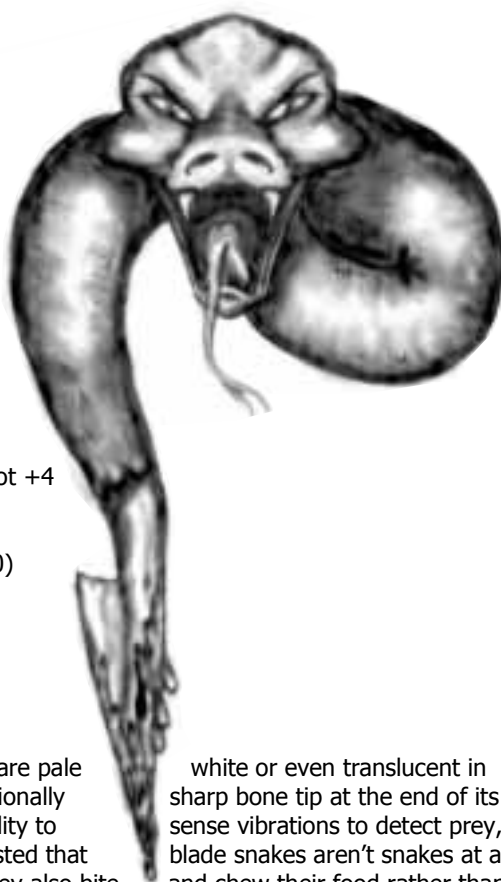
It was a strange and ominous night in the town of Loftdale. The small caravan that rolled into the square that evening carried an unwanted cargo that struck grief into the citizens of the small berg. In the back of the last wagon, covered by a burlap, blood-stained tarp lay the bodies of Malcolm and Sterling Nealy, well-known brothers who held a bit of fame as local hunters.

The mayor stared in disbelief at the bodies. They were severely chewed on in many places and in others it appeared that they were stabbed a thousand times by very small, sharp blades.

The mayor looked to the caravan master and asked with a stutter, "What d-d-did this t o them?"

The grizzled old merchant shrugged with a grimace and shuffled around in some other junk in the wagon. He drew out a tiny, white snake. It was torn neatly in half. He held it up. "This, I think."

The mayor offered a puzzled look and several of the other townsfolk snorted, almost laughing.

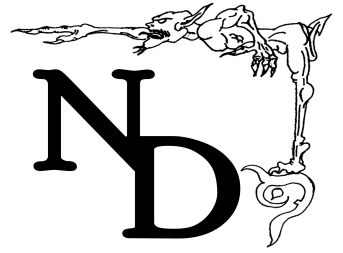


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By Patrick J.P. Lawinger

Illustrations: D Herring & J Kubisz



Blade Snake: Continued

The merchant then pulled something from his pocket. The other half of the snake fit neatly, the tip of its long tail ending in a sharp, bone blade. Dried blood was crusted to it.

As he displayed it to the mayor and the townsfolk, he turned a fearful eye back to the road. "There must have been more of these things than one can count to do this, maybe thousands, but this here is all we found as evidence."

A mumble ran through the crowd and the mayor raised his hands to quiet them. He looked to the road, following the merchants gaze.

"Gather the watch and search out as many huntsmen as you can find. If these terrible things are out there, we must deal with them. The roads must stay open."

Combat:

Blade snakes attack using one of their special attacks. Generally they will hide within the branches of a fruit tree waiting for a victim to pass beneath them. When a victim is in range, the snakes drop off the branches, tail first, attempting to stab their victims with their tails. A snake that has attacked in this manner can easily cause a great deal of damage to a victim, often incapacitating it so that the entire group of snakes may begin to feed. A second method of attack is only used by a large group of snakes. The snakes will find a well-traveled path or game trail and burrow into the earth until only their tails are exposed. Creatures stepping into a *blade field* often suffer enough damage that they can no longer walk. Snakes will then try to maneuver above the victim and use their *blade fall* attack to finish them off.

Special Attacks:

Blade Fall (Ex): A snake falling tail-first makes a +6 melee attack which, if successful, does 2d4 piercing damage.

Blade Field (Ex): Fifteen or more blade snakes can set up a blade field that covers approximately 5 square feet. Any creature walking through the field must make a Reflex save (DC13) or suffer 1d6 piercing damage to one of their feet. If damage exceeds 30% of their maximum hit points, the victim must pause nearby to treat the wound before being able to travel any further.

Special Qualities:

Blindsight (Ex): Blade snakes depend on vibration and sound to locate their prey, and suffer no penalties to attack rolls in complete darkness.



Coming Next Month!

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Nightmares & Dreams: A Creature Collection

Unknitter



Type: Small Aberration
Hit Dice: 1d8 (4)
Initiative: +3 (Dex).
Speed: 30 ft. Climb 30 ft.
AC: 16 (+1 size, +3 dex, +2 natural)
Attacks: 2 claws -1 melee
Damage: Claw 1d3 -2
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Animate String
Special Qualities: Darkvision 60 ft.
Saves: Fort +0, Ref +3, Will +2
Abilities: Str 7, Dex 17, Con 11, Int 6, Wis 10, Chr 10
Skills: Hide +7, Spot +4, Craft (weaving) +10*
Feats: None
Climate/Terrain: Temperate Forest
Organization: Solitary or Family (2-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually Neutral Evil
Advancement: 2-4 HD (Medium)

Description: The unknitter is a strange creature that looks like a large goblinoid head attached to four arms. Its face is grotesque: a large mouth filled with tiny teeth, a huge misshapen nose, and a small horn on its forehead. It has no neck or body to speak of, besides a thick tail that protrudes from behind its arms. It moves on its hands and can climb as fast as it can move on the ground. Unknitters range in color from pale green to yellow.

Unknitters live in the tops of trees where they make web-like lairs out of stolen thread and string. They are timid creatures who live only to steal string and build bigger lairs. They occasionally collect small baubles and curiosities to decorate these lairs.

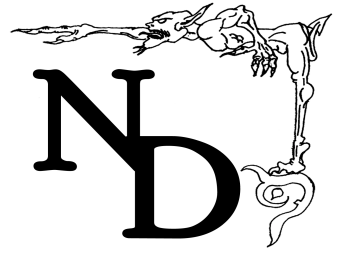
Nightmare/ Dream: A richly dressed noble is on his way to an important party with the prince. He walks hurriedly down the cobblestone path to the palace. Suddenly a small four-armed goblin creature jumps out from behind some nearby shrubs. The noble jumps back startled. Without warning, the noble's clothes begin to unravel with alarming speed. He sprints past the horrible goblin thing, and runs straight towards the castle. He doesn't stop until he reaches the courtyard. As he stands there, trying to catch his breath, he is surrounded by alarmed stares and giggling. In his haste, he did not notice that his clothes had been completely destroyed. The embarrassment of standing naked in front of the prince and all other nobility causes the man to faint.

In a large California mansion, a multimillionaire internet tycoon wakes up disturbed. He keeps having this same dream over and over. His psychologist says that it is because he suffers from social anxiety. In actuality, he would really like to ring that little goblin-thing's neck...if it had a neck.

Combat: The unknitter usually avoids melee combat, but can attack with two of its claws at a time.

Animate String (Su): This ability has a range of 100 ft. and affects one item, chosen by the unknitter, that contains thread, string, yarn, or any other similar material that is less than one-quarter inch in diameter thick. If the item is magical, it is immune to this effect. All string-like material in the affected item unweaves, untangles, and unties itself and then moves towards the unknitter at a speed of 30 feet. It takes the unknitter a full-round action to activate this ability, which can be activated as often as desired. This ability can be used to destroy leather armor, clothes, and bows (until the bowstring is replaced) among other things. The unknitter may choose to have the string do one of two things, either wind around its tail, or form in a large pile in front of itself.

Skills: Because of their tendencies to weave their lairs out of thread, Unknitters gain a +8 racial bonus to Craft (weaving).



Heart Breaker

Type: Large Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +5 (+1 Dex, +4 improved initiative).

Speed: 40ft

AC: 16 (+1 Dex, +5 natural)

Attacks: Bite +6 melee

Damage: Bite 1d8+6

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Hurtful cackle, improved grab, swallow whole

Special Qualities: Alternate form, charm person

Saves: Fort +6, Ref +4, Will +3

Abilities: Str 18, Dex 12, Con 17, Int 13, Wis 11, Chr 17

Skills: Bluff +9, Disguise +9, Knowledge (any one) +7, Listen +6, Spot +3

Feats: Improved Initiative, Iron Will

Climate/Terrain: Any civilized

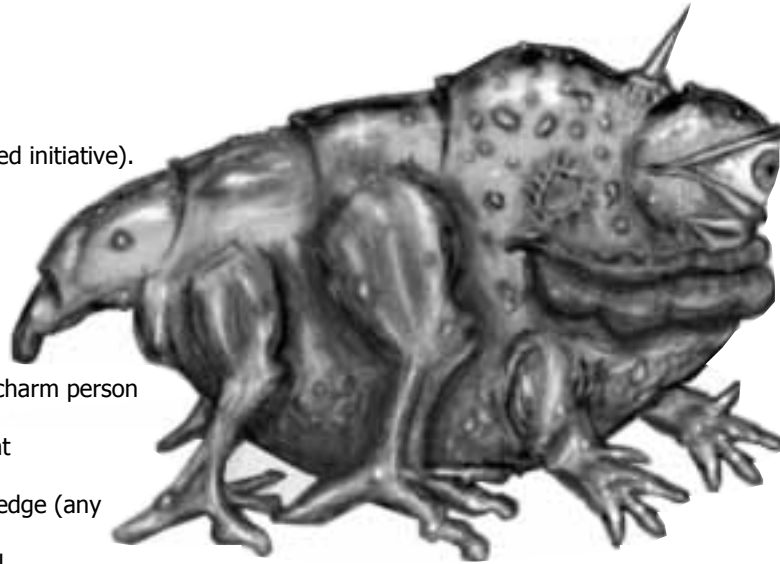
Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 4-5 HD (Large); 6-12 HD (Huge)



By: John Kubisz



Description: The heartbreaker is a ten-foot long toad-like creature with six legs, a huge mouth with thick lips, a large orb-like single eye, and small horn on top of its head. It is gray in color with a wart-encrusted, blubbery hide. Its cyclopean eye is truly repulsive as it takes up most of the upper part of its face. Gigantic lips that mark the entrance to its equally huge mouth dominate the lower part of its face. In the heartbreaker's mouth it has a human-like tongue and rows of tiny, sharp teeth. Its middle legs are the biggest and strongest, while its forelegs are stumpy, and hind legs are thin and bony. It runs with a hopping stride that allows it to move its huge bulk with great efficiency. It speaks the language of the land with a surprisingly human voice.

Nightmare/ Dream: Two lovers sit in a field having a romantic picnic. Everything is going perfect, but there is an eerie feel in the air. The dashing handsome man hands the woman a small ring box. The woman smiles and opens it, finding it to be empty. Suddenly, the sky clouds over and lightning sparks across the sky. During the thunder that follows, the man turns to his confused girlfriend and gives her an unnerving smile. Slowly his features morph into that of a huge, horrible toad-like beast. The girl screams. The toad-beast responds with a horrific cackling sound. The woman, overtaken with fear and sadness, stares motionless as the beast opens its mouth to swallow her.

A young earth woman awakens suddenly, with tears running down her face. This is the reoccurring nightmare that she has had since she was a little girl. It all started when a young boy, the object of her first crush, gave her a nicely wrapped gift box. Thinking it was finally some reciprocation of the feelings she had, she eagerly opened it in front of her classmates. To her shock and dismay, it contained a grotesque toad that jumped out at her and made her scream. The laughter of her classmates sent her home crying. This cruel joke manifested as the heart breaker in her dreams that night, and continues to haunt her whenever she is dating.

Combat: The heart breaker is a cruel fiend intent on charming young women and luring them to their doom. It is most often encountered while it is magically disguised as a handsome man. Under this illusion, the Heart Breaker will use its *charm* ability, charisma, and stunning good looks to convince a lady to visit a remote local with it under romantic pretense. It is then that the heart breaker assumes its true form. If the woman puts up a fight, the beast will use its cackle ability to induce overwhelming sadness. The heart breaker's ultimate goal is to swallow the woman whole, digesting and taking nourishment from both her body and her sorrow.



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Heart Breaker



Alternate Form (Su): The heart breaker may assume any humanoid form of small or medium size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms.

Charm Person (Su): The heart breaker can charm a humanoid creature with a look. This is not a gaze attack. The ability has a range of 30 feet. An affected opponent must succeed a Will save (DC 14) or become enraptured by the beast. The victim will do anything to protect the creature, even if it means facing certain death. The ability is otherwise similar to *charm person* cast by a 3rd level sorcerer.

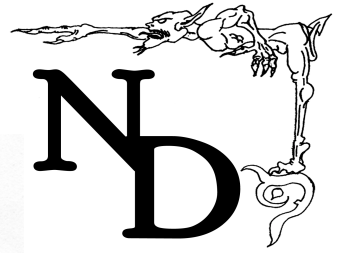
Hurtful Cackle(Su): Once per day, and only in its true form, the heart breaker can activate its Hurtful Cackle ability. All within 25 feet of the creature must make a Will save (DC 17) or be affected by overwhelming despair (enchanted creatures suffer a -2 moral penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls). This effect is otherwise similar to the spell *emotion*, cast by an 8th level sorcerer.

Improved Grab(Ex): To use this ability, the Heart Breaker must be in its true form, and it must hit with its bite attack. If it gets hold, it automatically deals bite damage and can try to swallow the opponent.

Swallow Whole (Ex): This ability can only be used while the creature is in its true form. The heart breaker can try to swallow a grabbed opponent of small or medium size by making a successful grapple check. Once inside the beast, the opponent will take 1d8 points of acid damage per round. A swallowed creature can also cut its way out by using a Small or tiny slashing weapon to deal 7 points of damage to the creature's interior (AC 15). The heart breaker can hold one medium or two small or tiny creatures.



Concept Drawing



Black Lover

Type: Medium Monstrous Humanoid (Evil)
Hit Dice: 4d8 (16 hp)
Initiative: +5 (+1 dex, Improved Initiative)
Speed: 30 ft.
AC: 11 (+1 dex)
Attacks: 2 claws +6 melee
Damage: Claw 1d4+2 and poison
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Poisonous claws, modify memory
Special Qualities: Glamour
Saves: Fort +1, Ref +5, Will +6
Abilities: Str 14, Dex 12, Con 11, Int 17, Wis 15, Cha 19
Skills: Bluff +8, Disguise +11, Innuendo +8, Listen +9, Perform +8, Spot +9, Use Rope +8
Feats: Dodge, Mobility, Spring Attack, Improved Initiative, Quicken Spell-like ability (Modify Memory)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Chaotic evil
Advancement: 5-12 HD (Medium)



DESCRIPTION:

The black lover is a creature of deceit and betrayal. She is the nightmare of broken vows and infidelity. She is able to, by glamour, assume the form of any medium-size female humanoid or monstrous humanoid (and can automatically assume the form of any male's love).

A black lover sows deceit and hatred among mortals by implanting a memory of a torrid affair in the mind of a sleeping male, and then lying down beside him when he awakes. These are best done when there is a woman who can come in and see them together.

Nightmare/ Dream

Every young bride, rich or poor, shares the same horrifying dream. What if they are not the one? What if their husband is truly in love with another? A fear nearly as great is the nightmare of young husbands—the horrible thought that there might be someone else, that they might break their matrimonial vows and betray the one they love with all of their being.

Combat

A black lover avoids direct combat whenever possible. Her preferred method of attack is to sneak into the bed of a married or betrothed man, and use her *modify memory* ability to implant a memory of a torrid love affair between the man and herself. She then lies down next to the man, and awaits for the morning, and the man's true beloved to arrive.

When forced into actual combat, a black lover will slash out with her poisoned claws as her only means of attack. If at all possible, she will use her glamour or her *modify memory* to convince a nearby man to defend her.



Nightmares & Dreams: A Creature Collection

Black Lover

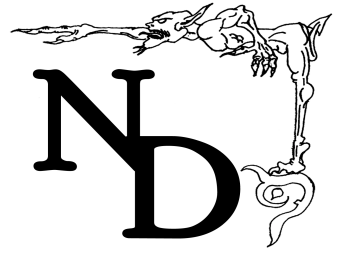


Poison (Ex): Claw, Fortitude save (DC 12); initial damage 2d6 temporary wisdom, secondary damage 1d6 permanent constitution.

Modify Memory (Su): At will, a black lover can attempt to alter the memory of a nearby creature. She can perform any of the actions of the *modify memory* spell, although her supernatural ability causes the altered memories to take effect immediately after the casting is done. Conscious creatures are allowed a Will save (DC 18) to throw off the false memories, but those who have the memories implanted while they sleep suffer a –4 circumstance penalty to their save. (Effective Will DC 22).

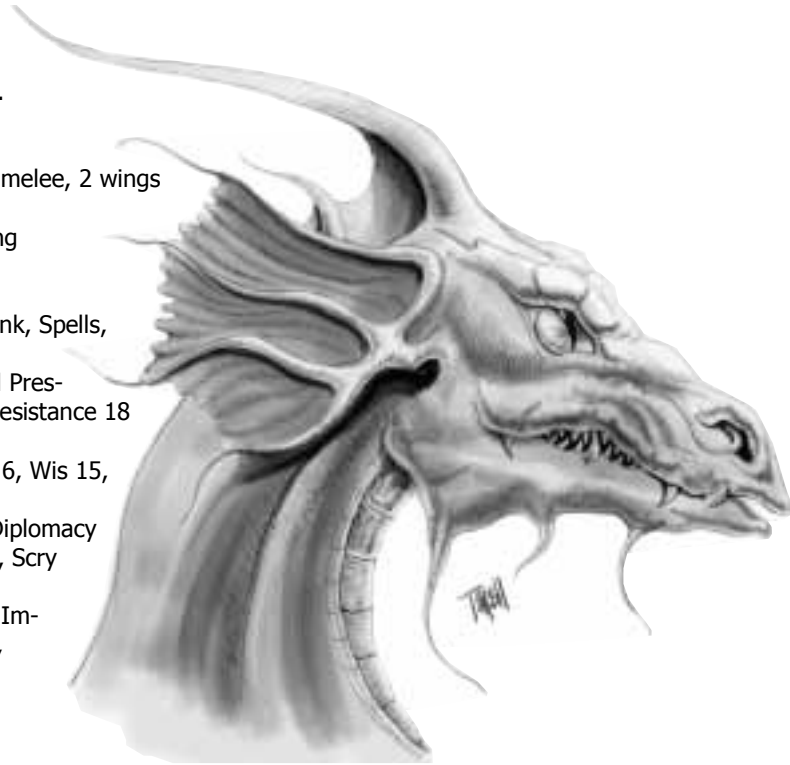
Glamour (Ex/Su): As a final tactic, a black lover can blindly assume the form of a nearby male's beloved. However, this ability gains her no knowledge of the form she wears—not even her name. The ability to assume a target's beloved is supernatural, but maintaining the form itself is extraordinary.





Dream Dragon

Monster Title: Dragon, Dream
Type: Huge Dragon (Fire)
Hit Dice: 26d12+130 (299 hp)
Initiative: +4 (+4 improved initiative).
Speed: 40 ft; Fly 150 ft. (poor)
AC: 29 (-2 Size, +21 natural)
Attacks: Bite +34 melee, 2 claws +30 melee, 2 wings +29 melee, tail slap +29 melee
Damage: Bite 2d8+8, claw 2d6+4, wing 1d8+4, tail slap 2d6+12
Face/Reach: 10 ft. by 20 ft. / 10 ft.
Special Attacks: Breath Weapon, Shrink, Spells, Spell-Like Abilities
Special Qualities: Blindsight, Frightful Presence, Keen Senses, Immunities, Spell Resistance 18
Saves: Fort +23, Ref +18, Will +20
Abilities: Str 26, Dex 10, Con 21, Int 16, Wis 15, Chr 17
Skills: Bluff +32, Concentration +31, Diplomacy +32, Knowledge (any) +32, Listen +33, Scry +30, Spot +33, Search+ 30
Feats: Alertness, Flyby Attack, Hover, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw)
Climate/Terrain: Any Land
Organization: Solitary
Challenge Rating: 16
Treasure: Double Standard
Alignment: Always Chaotic Neutral
Advancement: 27-31 HD (Huge); 32-38 HD (Gargantuan); 39+ (Colossal)



Dream dragons are naturally curious and will often make lairs near civilized communities. In their diminutive form, they will venture into these lands to explore and acquire treasure. Because of their disguise and passive sleep abilities, they are seldom discovered until it is too late.

Combat: Dream Dragons are hard to predict in combat. Sometimes they are calculating opponents, who plan out each step of their attack with clockwork precision. Other times, they just charge in blindly and attack with the standard claw/claw/bite routine.

Blindsight (Ex): A dream dragon can use its other senses in place of sight up to 180 feet.

Breath Weapon (Su): Dream dragons have two types of breath weapon—a line of molten lead or a cone of sleep smoke. Creatures within the cone must succeed a Will save (DC 27) or fall asleep, regardless of HD, for 1d4 + 6 rounds. The cone is 50 feet long. The stream of molten lead does 8d6 damage with a save of DC 27 in a line that is 100 feet long, 5 feet high, and 5 feet wide. A dream dragon can use either breath weapon once every 1d4 rounds.

Description: Dream dragons are unpredictable in the extreme. Their personalities are not stable, and a friendly dream dragon may turn deadly in the course of a few rounds. It is because of this chaotic nature that they should never be trusted.

Dream dragons have the standard draconic form; a large serpentine body, four powerful legs, and huge, bat-like wings. They also have large cat-like eyes, enlarged fangs, and a beak-like nose. A pair of twisting horns protrude straight from the back of the dragon's head. A dream dragon has small, irregular scales on the top of its body, with thick, plate-like scales underneath.

Dream dragons, regardless of age or size, have naturally dull-gray metallic scales. Some dream dragons, ashamed of their rather plain color, will hire people to paint them another color. Therefore, it is not unusual to encounter a dream dragon with fantastic colors that are quite permanent. The magical properties of a dream dragon's scales make them bond well with standard paint.





Nightmares & Dreams: A Creature Collection



Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Frightful Presence (Ex): The radius of this effect is 180 feet, with a DC of 29.

Immunities (Ex): Dream dragons, like standard dragons, are immune to sleep and paralysis effects.

Keen Senses (Ex): Dream dragons see four times as well as a human in low-light conditions and twice as well in normal light. They also have darkvision with a range of 600 feet.

Shrink (Su): As a full round action, a dream dragon can reduce its size to diminutive (6 inches long). It can maintain this size indefinitely, but cannot use any of its special abilities in this form, nor can it attack. It can end this effect at will. The dream dragon uses this ability to explore areas without being noticed. It can also use this ability to surprise opponents.

Spells: A dream dragon can cast spells like a sorcerer of 6th level.

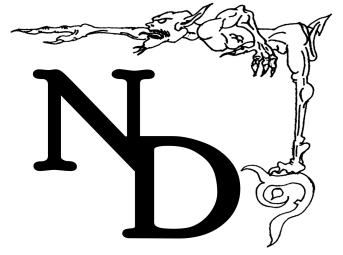
Spell-like Abilities (Sp): At will—*Sleep*; 3/day—*Hypnotic Pattern*, *Minor Image*; 1/day—*Major Image*, *Dream*, *False Vision*, *Nightmare*. These abilities are as the spell, cast by a 16th level sorcerer.

Nightmare/ Dream: A stone table sits in the middle of a stately courtyard of the king's castle. On the table, a small metal dragon figurine rests, gazing out at the beautiful garden. Suddenly, a knight in full armor barges into the courtyard, with sword drawn. The small dragon figurine turns to look at the knight, and suddenly the table topples with the weight of a gigantic dragon. The now huge dragon smiles at the knight and begins circling for combat. The knight lunges at the dragon who sweeps its claws across the knight's armor. Still smiling, the dragon bellows a cloud of blue smoke. The knight tries to hold his breath, but feels the smoke working its way into his lungs. He stumbles backwards. He desperately tries to stay conscious. He falls to the ground. His last sight threw heavy eyelids is a grinning dragon who whispers "pleasant dreams!"

On Earth, at a large gaming convention, a young gamer wakes up at a table filled with toppled miniatures. Its 4 AM and he has a splitting headache. In the last three days he existed solely on caffeine, role playing games, and absolutely no sleep. He shakes his head. He must have fallen asleep after the last game and had a nightmare. He looks down at the pewter dragon that stares at him from the table. With a coy grin, he reaches down and knocks the toy dragon over. The gamer then wanders off in search of another game.



Original Concept Art



Dancing Dead

Type: Medium-Size Undead

Hit Dice: 1d12 +3 (9 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 claws +0 melee

Damage: Claw 1d4

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Death dance

Special Qualities: Undead, immunities

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 11, Dex 14, Con --, Int --, Wis 10, Cha 10

Skills: None

Feats: Toughness

Climate/Terrain: Any land and underground

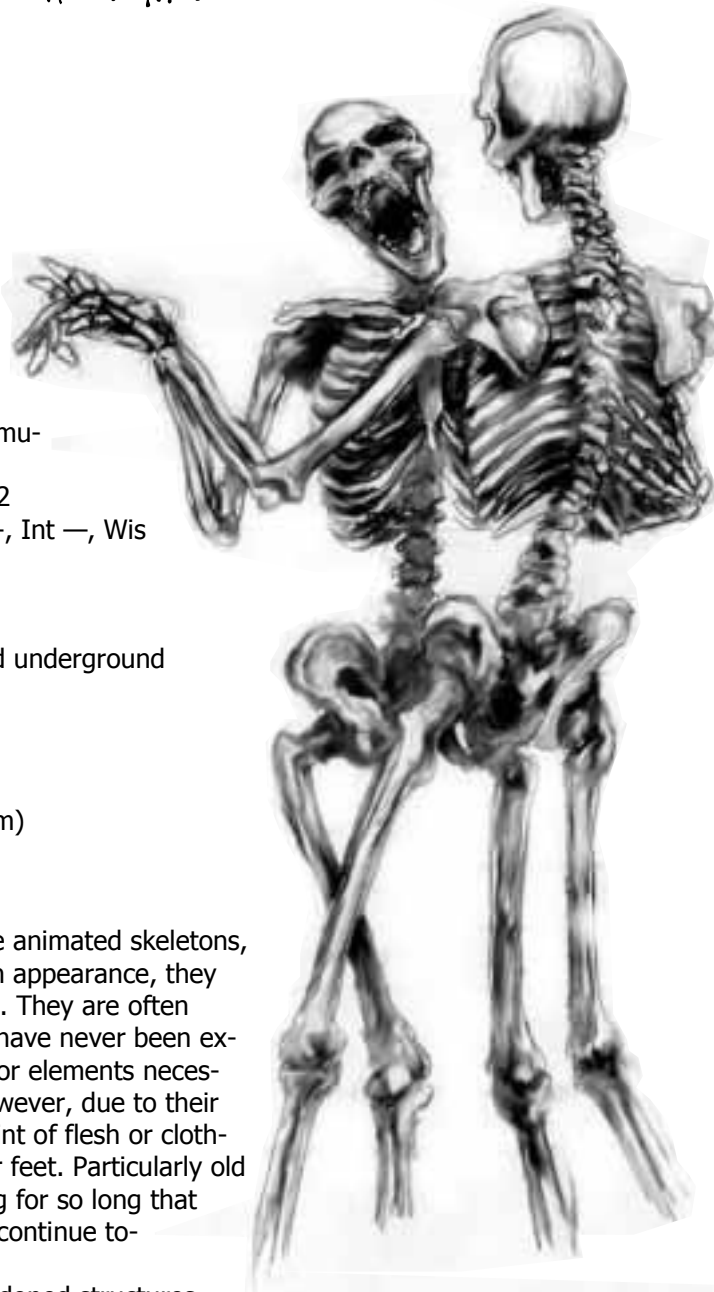
Organization: Any

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-4 HD (Medium)



Description: Dancing dead are animated skeletons, doomed to dance for eternity. In appearance, they vary little from normal skeletons. They are often black with dried blood, as most have never been exposed to the sun or other outdoor elements necessary to wash away the gore. However, due to their near constant movement, any hint of flesh or clothing is ground to dust under their feet. Particularly old dancing dead have been dancing for so long that their feet have worn away, and continue to move about on their leg bones.

Dancing dead are found in abandoned structures and crypts, mindlessly dancing their hypnotic and deadly dance. Most who have witnessed their abominable activity have also joined their ranks. If the structure that houses them ever falls, which is a common thing due to their eternal tapping, the surviving dancing dead begin to dance through the countryside, creating a merry mob of death.

Combat: Dancing dead do not engage in melee unless provoked. If provoked, they incorporate their raking claw attacks into their dance.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, ability damage, subdual damage, energy drain, or death from massive damage.



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Nightmares & Dreams: A Creature Collection



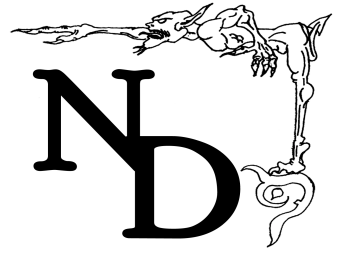
Immunities (Ex): Dancing Dead have cold immunity. They also only take half damage from piercing or slashing weapons, because they lack flesh and internal organs.

Death Dance (Su): As long as a dancing dead is able to move, this ability is always active. Creatures who are both viewing these creatures and hearing their tapping must make a Will save DC 17, or fall victim to its deadly affects. Each round of listening and viewing the dead requires another saving throw. If affected, the victim will begin to dance, and will be unable to perform any other action. In addition, he will take 1d4 points of temporary Constitution damage per round of dancing. If he ever falls below one point of Constitution, he will die, and his skeleton will immediately vacate his body--becoming a brand new dancing dead. The dancing affect is otherwise identical to one caused by *Otto's irresistible dance* cast by a 16th level sorcerer. If the dancing is dispelled by *dispel magic* or similar spells before the victim dies, he can regain his Constitution normally. Likewise, if the still living victim is removed from the vicinity of the dancing dead (can no longer see or hear them) he may make an additional Will save (DC 15) per round to stop dancing.

Nightmare/Dream: As the young adventurer violated the depths of the vacant mansion, the light of her torch reluctantly beat back the shadows. The stories of this place began flooding her mind. The mysterious circumstances, the talk of curses, and the tales of haunts that surround this stately abode circled her as she entered its main hall. Trembling, she pressed forward, determined to find the answer to why such a magnificent structure was so hastily abandoned; its owners and its guests never to be seen again.

Turning off of the main hallway, she heard a rhythmic tapping sound. Drawing her dagger, she crept up to the closed door, behind which the sound emanated. She held her breath and listened, trying desperately to analyze what she was hearing. It sounded like loud tapping, in a rhythmic sequence. It was reminiscent of a dozen broomsticks being tapped against the floor, with near perfect synchronicity. The sound seemed deliberate; it wasn't the wind, it wasn't an animal, and it was definitely not natural. Now shaking with fear, she slowly, unlatched the door and peered inside. The macabre scene caused her to nearly faint. In the darkness, to no music beyond the tapping of their fleshless feet, undead skeletons were violently dancing in a dusty ballroom. They were dancing a strange hypnotic dance; their bodies impossibly swaying and spinning to the maddening tapping sound that filled her ears. Her body betrayed her, and began to sway to the tapping, which sounded more and more like discordant music the longer she listened. Soon, she was no longer able to control herself, and she trotted straight into the baleful ballroom. Her muscles strained as she tried desperately to escape. The skeletal dancers surrounded her, still dancing and tapping out their grisly tune. She screamed until her throat was raw, as she danced, and danced, and danced. Her heart was pounding. She prayed to fall unconscious, but she was painfully aware. Her body was weakening. The cacophony was getting louder. She felt her flesh begin to tear from her bones.

Danielle suddenly sits up from the floor; gasping for breath and dizzy. A crowd of concerned people encircled her. It was a long night of too much wine and dancing, and it finally caught up with her. She had passed out on the dance floor. The tapping of bones still echoing in her head as she tried to regain her feet. When her boyfriend escorted her to his car, she closed her eyes tight, trying to squeeze away the last fleeting images of the deathly dancers from her dream. The images were slowly replaced with a pounding headache, as she swore to herself she would never drink again.



Cat Nap

Type: Small Magical Beast
Hit Dice: 1d10 + 1 (6 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 19 (+1 size, +2 Dex, +6 natural)
Attacks: 2 claws +5 melee, bite +3 melee
Damage: Claw 1d4+2, bite 1d4+2
Face/Reach: 5 ft. by 5ft. / 5 ft.
Special Attacks: Ignite, steal breath
Special Qualities: Ethereal jaunt
Saves: Fort +3, Ref +4, Will +0
Abilities: Str 16, Dex 15, Con 12, Int 6, Wis 10, Cha 10
Skills: Hide +4, Listen +4, Spot +4
Feats: Improved Initiative
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually chaotic evil
Advancement: 2-4 HD (Medium-size)

Description: Catnaps are small demonic felines who spend much of their time on the Ethereal Plane. They are about twice the size of the average house cat, and share the same basic form. However, catnaps are devoid of fur and have much larger teeth and claws. Catnaps see through fiery orange eyes, lit with an eerie glow. Their wrinkly gray skin is tough as leather, and covered in tiny thorns. A catnap's meow is surprisingly similar to other cats, but seems to carry for greater distances. Catnaps have all the mischievousness of a domestic cat amplified by intelligence and a tendency towards evil. They spend most of their time sleeping and stalking on the ethereal plane. However, for 5 rounds per hour, they can materialize and attack.



If they were unsuccessful in killing their prey, they will continue to stalk it while ethereal, and attack at the next opportunity. Catnaps are especially fond of attacking a wizard's familiar, and seem to seek those out above all else. However, their special abilities make them a serious nuisance towards any creature. They have been blamed for unexpected deaths, livestock mutilations, missing pets, and fires. These events seem to be the calling card of the catnap.





Nightmares & Dreams: A Creature Collection



Combat: Catnaps attack with claw and tooth.

They use the most efficient and quickest methods. They nearly always attack the weakest opponent first. If they can find the most inopportune moment for their opponent to be attacked, they will use it.

Ethereal Jaunt (Su): A catnap can shift from the Ethereal to the Material Plane as a move equivalent action, and shift back again as a free action. However, it can only stay on the Material Plane for a maximum of 5 rounds in a row, before being forced back into the Ethereal. It can only activate this ability once per hour. This ability is otherwise identical with *Ethereal Jaunt* cast by a 15th-level sorcerer.

Ignite (Su): As a partial action, the catnap can ignite any non-magical flammable substance. By flicking its tail, the catnap causes hot sparks to fall over a one-foot square area in front of it. The creature can do this as often as desired.

Steal Breath (Su): As a full round action, the catnap can use this ability to kill a helpless or sleeping victim. The victim must make a Fortitude save DC 25, or die. It appears as if the catnap is "stealing the breath" of the victim; the catnap opens its mouth and inhales, while the victim chokes and gags. This is otherwise similar to a Coup de Grace attack, for all other intents and purposes. See page 133 of Core Rulebook I for the details of this sort of attack.

Nightmare/Dream: The scene focuses on a humble little hovel. It's late at night, and its occupants lie asleep peacefully in their beds. The midnight bell tolls in the church tower in the distance. Suddenly, an infernal feline appears in a puff of ethereal smoke. It quickly bounds onto the nearest sleeper's chest and opens its mouth wide. In a matter of seconds, the man begins choking and then finally perishes. The evil cat looks around to see if anyone was stirred by the choking. Then, content that it was undetected, it playfully knocks over a nearby oil lamp. While the oil spreads over the floor, the furless feline runs into the kitchen, snatches some left over chicken, and sprints back to the oil. With a flick of its tail, the oil is ignited. At the sound of the other occupants stirring, the evil beast fades out of existence. It managed to kill a man, steal some food, and set fire to a house, all in less than thirty seconds. A man on Earth snaps awake in his easy chair, just in time to put out a small fire caused by his cigarette. He was up late, and he has been taking little naps all day to catch up. Meanwhile, his house cat has been especially rambunctious, tearing through the house, knocking over his ash tray, and generally making sure his owner's little naps don't last too long. The poor tired man continuously drifts into troubled sleep, and has nightmares of devil cats while his house cat continuously seeks attention.



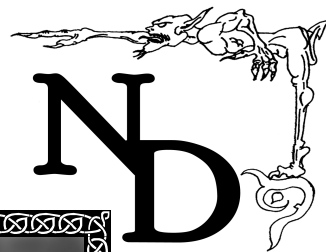
One more monster to go before the release of *Nightmares & Dreams*.

Look for "The Red Orb" in about a week.

ND

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Dream Elemental



Type: Large Elemental (Air)
Hit Dice: 7d8 (31 hp)
Initiative: +4 (Dex)
Speed: Fly 40 ft. (perfect)
AC: 19 (-1 Size, +4 Dex, +6 natural)
Attacks: 12 tentacles +7 melee
Damage: Tentacles 1d3 +2
Face/Reach: 5 ft. by 5ft. / 10 ft.
Special Attacks: None
Special Qualities: Craft dream, Ethereal jaunt, invisibility
Saves: Fort +3, Ref +9, Will +6
Abilities: Str 15, Dex 18, Con 11, Int 16, Wis 11, Cha 15
Skills: Bluff +8, Innuendo +8, Listen +9, Move Silently +12, Spot +9
Feats: Alertness, Iron Will (2)
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral evil
Advancement: 8-10 HD (Large); 10-21 HD (Huge)



Description: This naturally invisible creature is usually only seen with the aid of magic. Ensorcelled eyes will see this creature as a large billowing mass of smoke, with dozens of long tendrils reaching off into etherealness. Its form constantly shifts and morphs as it hovers quickly from shadow to shadow. In its presence, there is a faint odor of lilacs drifting in the air, and the sound of breathing.

Dream elementals are mysterious creatures with hidden agendas and secret motives. They meet each other once a year, in a remote region on the ethereal plane, to discuss these agendas and motives. Otherwise, they are solitary, and will seldom come within a day's journey of each other. They have influenced entire towns, although few even know of their existence. Those few that do know of their existence will quickly learn that their influence is nearly always sinister.

Combat: Dream elementals rarely engage in melee, but can attack with several of its wispy tentacles at a time. Its tentacles, however, are not meant for grasping, and cannot attempt grappling or similar attacks. It uses its tentacles much like a whip.

Craft Dream (Su): A dream elemental can use this ability at will. First, it decides what the dream is going to be about. Then, it projects the dream into the minds of every sleeping creature within 50 feet. There is no save to avoid this affect. The dream is no more dangerous or mind-altering than a normal dream; the only difference being that it was crafted by the elemental. In the course of a night, the dream elemental can inject its dreams into an entire town. These dreams are remembered like normal dreams; some will recall the details with perfect accuracy, while others will remember only a hazy, semi-accurate version. A wisdom check may be required to recall certain details, with the DC depending on the focus of the details sought (how well the character slept, what condition he was in, etc.).





Nightmares & Dreams: A Creature Collection



Ethereal Jaunt (Su): Once per day, a dream elemental can shift from the material plane to the ethereal as part of any move action. It can shift back again as a free action. It can remain on the ethereal plane for 3 hours before returning to the material. This ability is otherwise identical with *ethereal jaunt* cast by a 15th level sorcerer.

Invisibility (Sp): The dream elemental can become invisible at will, and as often as desired. This ability is otherwise identical to *invisibility* cast by a 4th level sorcerer.

Nightmare/Dream: The dream began in a pleasant field. A farmer was peacefully tending his crops. Birds were chirping and the sun was shining. The farmer looked up at the clear blue sky and smiled. Suddenly, from out of nowhere, a strange man appears. The skies darken and thunder roars. The man wields a scythe blade into the terrified farmer. He proceeds to hack the farmer to pieces. At this point, the dream abruptly ends.

The townspeople sleep uneasy that night, all dreaming of this horrific scene. The next day, when they awake, they discover the corpse of a farmer. The body appears to be ravaged as if by a wild beast. At that same time, a strange man enters the town. Although he does not appear to be armed, he looks exactly like the man in their dreams. The townspeople immediately hate him, and rumors fly. Some even report that they saw him sneaking around the farmer's house last night. Suspicion builds around this man, until he is arrested and later hung for the murder of a farmer he never met.

On Earth, the jurors awoke. They were up late debating the innocence of a man accused of murdering his wife. Although the evidence weighed heavily against the man, they couldn't help feeling as though he was falsely accused. Strangely, they all had dreams of an innocent stranger being hung by an angry and irrational mob. The jurors decided that their apprehension on convicting the man was because there was reasonable doubt that he could commit such a vile act. The man, a true murderer, was set free.



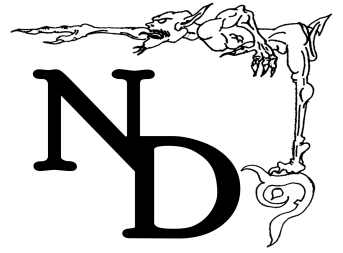
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CRIMSON ORB



Diminutive Aberration

Hit Dice: 1d8-1 (3 hp)

Initiative: 18 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft., climb 20 ft.

AC: 18 (+4 Dex, +4 size)

Attacks: 2 stings, +4 melee

Damage: 1d6-3 piercing

Face/ Reach: 1 ft. by 1 ft./ 0 ft.

Special Attacks: Spell-like abilities, paralysis

Special Qualities: Blindsight, attach, immunities

Saves: Fort -1, Ref +4, Will +2

Abilities: Str 5, Dex 18, Con 8, Int 10, Wis 14, Cha 2

Skills: Climb +12, Move silently +6, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary

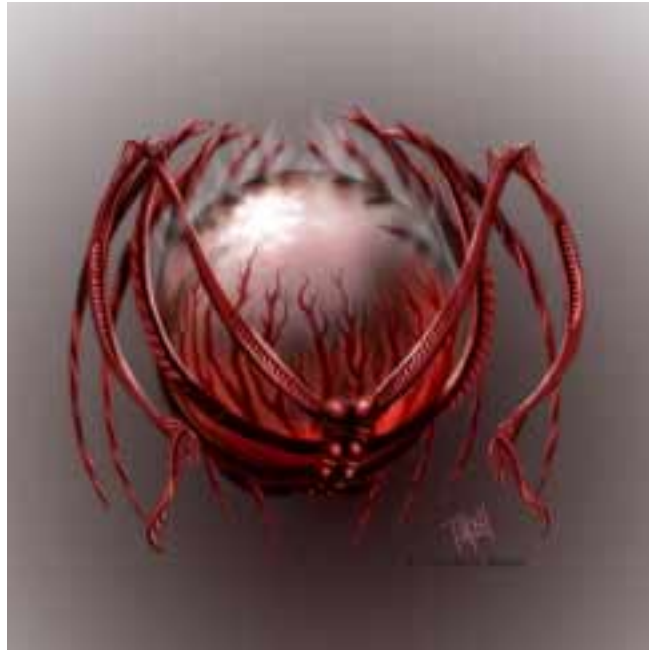
Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 2D8-1 HD (Diminutive);

3D8-1 HD (Tiny)



The Crimson Orb at first glance appears to be a small, bright red spider with long stick-like legs. However, upon closer examination, it becomes apparent that the Crimson Orb lacks a head. In fact it lacks eyes and a mouth. It has an oval-shaped body with ten legs attached to its underside. The legs are multi-jointed and capable of bending in almost every direction making the Crimson Orb very nimble. The body is one giant sensory organ, very similar in structure to an eye.

Combat: The Crimson Orb will only attack if it is trying to subdue an opponent so it can attach itself. If it has already attached itself to a body, it will use any means available to dispose of a threat.

Paralysis (Ex): The tips of the Crimson Orb's legs are equipped with tiny venom sacs that can inject a paralysis toxin when inserted into the body. Any creature that is hit by one of the Crimson Orb's legs must make a Fortitude save (DC 15) or become paralyzed for 2d6 rounds.

Attach (Ex): The Crimson Orb is capable of attaching itself to the nervous system of another creature, allowing it to take over its body. To do this, the Crimson Orb first paralyzes the creature; it then removes one of the eyes, and enters the socket legs first. Once firmly inside it implants its legs deep into the creature's brain.

The legs then function in similar ways to neurons. They can send and receive electrical impulses to and from the brain, allowing the Crimson Orb to control the body of the creature. Once attached, the Crimson Orb becomes the creature. By tapping into the creature's brain it has access to all of its thoughts and memories and is capable of using any skills, or special abilities possessed by the creature. The Crimson Orb does not gain the creature's Intelligence, or Wisdom; it retains its own. It takes the Crimson Orb approximately 10 rounds to complete the process of attachment. The only way to remove the Crimson Orb once it is attached is to do enough damage to it in one hit to kill it outright. If the hit does not kill it instantly or an attempt is made to remove it by force, the Crimson Orb will overload the body's nervous system by releasing massive amounts of toxin, causing the creature's body to become permanently paralyzed (no save allowed). Once the Crimson Orb has been killed, its carcass can only be removed by someone with the heal skill (DC 20). If the skill check fails, the Crimson Orb's body has been removed, but the creature has suffered massive head trauma and loses 5d6 hit points.





Nightmares & Dreams: A Creature Collection



The creature the Crimson Orb is attached to may attempt to regain control of its body. To do this, the creature must have an Intelligence score greater than the Crimson Orb's. The creature must then make a Will save (DC 18). If the save is successful, the creature has regained control of its body for 3d6 rounds. A creature can only attempt to regain control of its body once per day.

Immunities (Ex): The Crimson Orb and any creature it is attached to is immune to all mind influencing effects.

Darkvision (Ex): The Crimson Orb's darkvision is superior to other aberrations; it has a range of 100 ft.

Spell-like Abilities (Su): The body of the Crimson Orb is capable of several special abilities that mimic spells. These abilities are listed below and can be used when the Crimson Orb is attached to another creature, unless otherwise noted.

Feeblemind: The Crimson Orb can make its body scintillate, causing anyone who looks at it to become feeble-minded as the spell. A successful Will save (DC 15) will negate the effects. The Crimson Orb is capable of using this ability once per day and lasts for 1d6 rounds. This is considered a gaze attack.

Enlarge/Reduce: The Crimson Orb is capable of enlarging or reducing its body to fit any eye socket. The Crimson Orb only uses this power once it has inserted itself into an empty eye socket. If a Crimson Orb is removed or unattached, it reverts to its natural diminutive size.

Hold Person: The Crimson Orb can also use its eye to hold creatures in their tracks. This ability functions like the Hold Person spell as cast by a fifth level sorcerer. The Crimson Orb can use this ability once every three rounds.

True Seeing: The body of the Crimson Orb is capable of perceiving things not normally noticeable to others. It is considered to have the True Seeing spell active at all times.

Nightmare/Dream: It was the first time the boy had seen his uncle since he returned from the war. He was told by his mother not to ask any questions about his uncle's eye patch. But, his mother and father were in the kitchen and he couldn't help himself. He felt ashamed after the question flew from his mouth; he wished he could take it back. His uncle turned his head and stared right through him with his one good eye.

"You want to know what happened to my eye?" He said. "How's about I just show you." His uncle reached up and grasped the edges of the patch. The boy expected to see a gaping hole where his uncle's eye used to be. What he saw was much worse. His uncle flipped the patch up revealing the large bulging orb. There were no eyelids to contain its swollen mass. What used to be a normal sky blue eye was now a quivering mass of flesh. The boy ran from the room screaming. That night his dream followed the same course of events only when his uncle flipped up the eye patch the eye fell to the floor and rolled across the carpet stopping at the boy's feet. The boy stared at it unable to move. What the boy had originally taken to be veins were now moving, gathering themselves up under the eye like legs. It began to crawl up the boy's leg, leaving a trail of wetness as it climbed. The boy tried to scream but nothing came out; he was frozen in terror. The eye continued to climb until it was clinging to the boy's cheek poking at his eye with its vein-like legs. The boy woke with a start swallowing the rising bile that threatened to erupt from his mouth.

Elsewhere...

The thief scouted ahead of the party. So far the passage was clear. He turned to backtrack, and retrieve his friends. At that moment he felt a slight sting on his neck. He tried to reach up to touch the sore spot, but his arm wouldn't move. He was paralyzed. Then from the corner of his vision he could see something crawling up his cheek towards his eye. It appeared to be a large red spider; unlike any the thief had ever seen before. It continued crawling until it was directly over the thief's eye. It then began to insert each of its legs into the area around the thief's eyeball and began to pull. The thief felt his eye leaving its socket then lost consciousness.

Check these out:

Nightmares & Dreams
The Pit of Loch-Durnan
The Hunt: Rise of Evil
Mystic Warriors

ND

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