DUALINK

Dream Leeches

Matron



Records of Shattered Time Series

Matron

Huge Aberration, lawful evil

Armor Class: 18 (natural armor)
Hit Points: 168 (16d12 + 64)
Speed: 40 ft. (hover), climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	16 (+3)	17 (+3)	14 (+2)

Saving Throws: Dex. +9, Wis +7
Skills: Stealth +9, Perception +7, Insight +7
Senses: Darkvision 120 ft., passive Perception 17
Languages: Understands Common but can't speak, telepathy 60 ft.
Challenge: 12 (8,500 XP)

Psychic Camouflage. The Matron has advantage on Stealth checks in dim light or darkness.

Dream Dominion. The Matron can take control of up to 5 sleeping creature's dream within 300 feet.

Condition: Fractured. When a creature takes psychic damage from the Matron and fails a DC 17 Wisdom saving throw, it becomes ***Fractured*** for 3 turns. ***Fractured*** creatures have disadvantage on concentration checks and Wisdom, Intelligence and Charisma saving throws. They can use a bonus action to make a Wisdom/Intelligence or Charisma (their choice) saving throw to end this condition early.

Dream Essence. The Matron uses to fuel its abilities. It regains 2 Dream Essence charges at the beginning of its turn for each creature it has ***Fractured***. It can hold a maximum of 20 charges.

"Seize their dreams, and in their minds, forge our empire eternal."

Actions

Multiattack. The Matron can attack twice using any combination of the following attacks: Dream Devourer and Mind Fracture.

Dream Devourer. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one creature. Hit: 22 (4d8 + 4) psychic damage, and the target must make a DC 17 Wisdom saving throw or be stunned for 1 minute and become ***Fractured***.

Mind Fracture. *Ranged Spell Attack*: +9 to hit, range 120 ft., one creature. Hit: 16 (3d6 + 3) psychic damage, and the target automatically becomes ***Fractured***.

Nightmare Weave. As an action, the Matron manipulates the fabric of reality. Any creature of it's choosing within a 30 foot range must make a DC 17 Wisdom Saving Throw or suffer disadvantage on all ability checks, attack rolls, and saving throws until the end of the Matron's next turn and become ***Fractured***. *This ability requires 8 Dream Essence to use.*

Bonus Actions

Mend Reality's Fabric. The Matron heals itself for 4d10 hit points. *This ability requires 4 Dream Essence to use.*

Ethereal Step. The Matron can move up to half its speed through other creatures and objects as if they were difficult terrain provoking opportunity attacks.

Dream Sentinels. The Matron can summon underlings to her aid in any combination as follows:
4 Dreamlings for 1 Dream Essence
1 Ravager for 3 Dream Essence
1 Sovereign for 7 Dream Essence

Legendary Actions

The Matron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Move. The Matron moves up to its speed without provoking opportunity attacks.

Psychic Snap (Costs 1 Action). It makes a Dream Devourer attack.

Puppeteer's Dream (Costs 2 Actions). Forces a Fractured creature within 60 feet to make a DC 17 Wisdom saving throw or follow a simple command on its next turn. *This ability requires 5 Dream Essence to use.*

Psychic Fuel (Costs X Actions). The Matron regains X*2.5 Dream Essence.

Lair Actions

Dreamscape Distortion. At initiative count 20 (losing initiative ties), the Matron can distort the battlefield by rolling a d6 and invoking one of the following effects:

1. Shifting Terrain: The ground becomes like the surface of a dreamy sea. The area within 60 feet of the Matron becomes difficult terrain, and any creature that starts its turn there must succeed on a DC 15 Dexterity saving throw or fall prone.



Essence of Somnus
Crafted from the ethereal secretions of the Dream Leeches

2. Ephemeral Fog: A thick, dream-infused fog rolls across the battlefield, filling a 60-foot radius centered on the Matron. The fog heavily obscures the area, and creatures within it have disadvantage on Wisdom (Perception) checks to see anything.

3. Grasping Shadows: The shadows on the battlefield come to life, reaching for the creatures within 30 feet of the Matron. Each creature in the area must succeed on a DC 15 Strength saving throw or be restrained. A creature can use its action to make a Strength check against the Matron's save DC, ending the effect on a success.

4. Whispers of Dread: Haunting whispers fill the minds of the Matron's enemies. Every enemy within 60 feet of the Matron that can hear must succeed on a DC 15 Charisma saving throw or become frightened until the end of their next turn.

5. Maze of Mirrors: Illusory walls appear throughout the lair, creating a maze. For the next round, all creatures consider the terrain difficult as they move as they navigate the twisting passages. Additionally, ranged attacks must succeed on a DC 15 Intelligence check or hit an illusory wall, negating the attack.

6. Temporal Ripple: Time warps around the Matron, causing creatures within 60 feet to experience temporal dissonance. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, the creature loses its next bonus action or reaction (Matron's choice).

Bloodied State

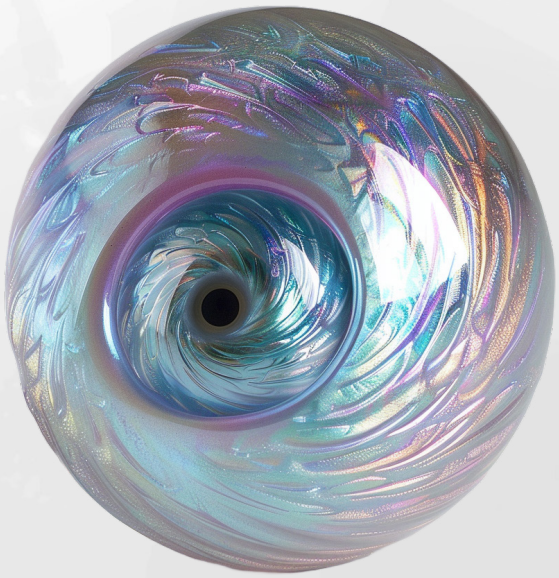
Upon reaching 50% HP or less, the Matron enters its bloodied state, gaining permanent buffs while also triggering the following instantaneous effect:

Nightmare Nova. In a burst of psychic fury, the Matron releases a 30-foot radius explosion of psychic energy centered on itself. Creatures within the area must make a DC 17 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. Those who fail the saving throw become ***Fractured***. Additionally, when the Matron becomes bloodied, it immediately regains a number of Dream Essence charges equal to the number of creatures currently ***Fractured*** by its abilities.

Desperate Hunger. The Matriarch's Dream Devourer and Mind Fracture attack deals an additional 2d8 psychic damage as its hunger intensifies.

Ethereal Panic. The Matriarch's Ethereal Step ability now also leaves a trail of psychic energy. Any creature that enters or starts its turn in a space the Matriarch passed through in its last turn takes 1d10 psychic damage.

A Matron's eye



Vulnerabilities

The Matriarch Dream Leech has specific vulnerabilities that can be exploited:

1. Central Eye Weakness

Discovery Mechanism. An adventurer can make DC 17 Intelligence (Investigation) check while within 30 feet of the Matron to notice a subtle shift in its behavior when the eye is targeted. Alternatively, a character with proficiency in Medicine notices the eye's significance automatically.

Consequence. If successfully targeted and hit (*Optional:* requiring a called shot with a -5 penalty to the attack roll), causes the creature to be blinded for 1 round. Additionally, hitting the central eye deals an extra 2d10 damage. Once targeted, this vulnerability cannot be targeted again.

2. Ethereal Core

Discovery Mechanism: A DC 18 Arcana check reveals fluctuations near the Matron's Ethereal Core.

Consequence: If struck (*Optional:* requiring a called shot with a -5 penalty to the attack roll), the Matriarch cannot use its Ethereal Stride ability for 1d4 rounds and takes an additional 3d10 force damage. Once targeted, this vulnerability cannot be targeted again.

3. Psychic Feedback

Discovery Mechanism: When a character deals psychic damage to the Matron, they can make a DC 15 Insight check to notice the creature's momentary disorientation.

Consequence: If hit with psychic damage, it must make a DC 15 Constitution saving throw or lose 5 Dream Essence stacks. This vulnerability can be targeted 3 times.