DUALINK

Dream Leeches

Ravagers



Records of Shattered Time Series

Ravager

Medium Aberration, lawful evil

Armor Class: 14 (natural armor)
Hit Points: 49 (9d8 + 9)
Speed: 30 ft. (hover), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills: Stealth +6, Perception +3
Senses: Darkvision 60 ft., passive Perception 13
Languages: Understands the languages of its host but can't speak
Challenge: 3 (700 XP)

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

Nightmare Infusion. The ravager can cause terrifying nightmares in one sleeping creature up to twice per day, making a long rest ineffective.

Actions

Multiattack. The Ravager makes two attacks with its Dream Drain per round.

Dream Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 2) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or fall unconscious for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on this saving throw, it is immune to the unconscious effect of Dream Drain for 1 hour.

Nightmare Projection. Can project a terrifying nightmare into the mind of a creature it can see within 60 feet up to twice per day. The target must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute.

Bloodied State

Pulse of Despair (Instantaneous Effect). When reduced to 50% HP or less, the Ravager emits a psychic pulse that forces all enemies within 15 feet to make a DC 14 Wisdom saving throw or be stunned for 1 round.

For the remainder of the encounter the Ravager has the following abilities:

Desperate Hunger. The Ravager gains +2 to damage rolls and its attacks drain an additional 1d4 psychic energy, restoring that amount as HP.

Frenzied Escape. The Ravager gains +10 ft. to movement speed and can take the Disengage action as a bonus action.

Vulnerabilities

Subconscious Rift. Insightful players might discover that attacking the Ravager's psychic vulnerabilities (through an Insight check DC 16) can expose it for one round, allowing the next attack to deal double damage or impose a significant debuff such as reducing its speed to 0 until the end of its next turn.

Temporal Dissonance. *By succeeding on an Arcana check (DC 15), players can disrupt the Ravager's temporal coherence, causing it to lose its next action due to psychic disorientation.*

Lore

Origin and Evolution

The Dream Leeches trace their mysterious origins to the “Realms of Shattered Time,” a world fraught with temporal anomalies that blend past, present, and future in unpredictable patterns. These anomalies ripple through reality, stirring the subconscious minds of sleepers who recall fragments of past traditions, lost technologies, and forgotten lore. This flood of memories forms a rich, psychic reservoir in the collective dream world, serving as the crucible for the emergence of the first Dream Leeches.

Initially formless entities feeding on the raw psychic energy of these memories, the Dream Leeches evolved under the influence of these temporal disturbances. Over time, their need to more efficiently harvest the psychic energy of dreams drove their evolution from ethereal manifestations into their current physical form in the ethereal plane. This transformation marked their ascent as formidable predators within the psychic realm.



- Another version of a Ravager

Adapting to their environment, the Dream Leeches developed specialized abilities to infiltrate and manipulate the dreams of the living, enhancing their predatory efficacy. The formation of colonies emerged from their need for coordinated strategies, allowing them to cover extensive areas and affect a greater number of victims, thus securing a steady intake of psychic nourishment.

Their unique relationship with temporal anomalies granted the Dream Leeches a heightened sensitivity to fluctuations in time, enabling them to exploit these for their advantage. This sensitivity also allowed them to harvest not just current dreams but memories and experiences from different timelines, providing them with a diverse array of psychic energies to feed upon.

The arrival and subsequent evolution of the Dream Leeches introduced significant changes to the world's psychic ecosystem. Their existence intertwines their life cycle with the ebb and flow of temporal disturbances, placing evolutionary pressure on other creatures and sentient beings to develop new defenses against psychic predation and manipulation.

Dream Leeches' Objective

The Dream Leeches, ethereal predators of the dream world, have a meticulous and sinister four-phase strategy aimed at achieving total control over their chosen environments and securing an eternal source of sustenance.

Phase 1. Infiltration and Dominance

Their campaign begins with the Dream Leeches infiltrating a town. They subtly influence the dreams and subconscious thoughts of the inhabitants, leading to an uptick in nightmares and sleep disturbances. This initial takeover paves the way for their psychic dominance, achieved by manipulating the deepest fears and desires of the townspeople through targeted psychic assaults.

Phase 2. Inducing Perpetual Slumber

Once the town's psychic landscape is under their control, the Dream Leeches induce a state of deep, unending sleep among the inhabitants. This is facilitated by a potent combination of psychic suggestions and the exploitation of temporal anomalies prevalent in the area.

The inhabitants are kept in this sustained sleep state, making their minds more pliable and their psychic energy richer, a perfect condition for the Dream Leeches' needs.



Phase 3. Eternal Feeding

In this state of perpetual slumber, the inhabitants' minds become an endless reservoir of nourishment. The Dream Leeches feed continuously on their essence, thoughts, and memories. They also engage in "thought farming," where specific thoughts and emotions are cultivated and harvested like crops, tailored to generate the desired types of psychic energy.

Phase 4. Static Existence

The town, now fully under the sway of the Dream Leeches, turns into a static reality where time and progress are halted. The inhabitants are trapped in a timeless state, caught within their own minds. The Dream Leeches manipulate temporal anomalies to prevent aging or decay, maintaining this frozen reality and their feeding cycle indefinitely.

End Goal. Total Control and Eternal Sustenance

The ultimate goal of the Dream Leeches is to replicate this model across multiple towns and cities, establishing a vast network of static realities under their dominion. Each town becomes a perpetual feeding ground, allowing the Dream Leeches to sustain themselves indefinitely on the psychic energy of the inhabitants. This grand scheme of dominion over reality ensures their survival and supremacy in the dream world, marking them as one of the most formidable entities in their realm.

So, are you going to stop them? If we get to **7000 followers** we will release the **BBEG of the Dream Leeches**. We will also progress with a **Dreamweaver Class** to fight them and an entire **One Shot, "A glitch in the System".**