DUALINK

Dream Leeches

Sovereigns



Records of Shattered Time Series

Sovereign

Large Aberration, lawful evil

Armor Class: 17 (natural armor)
Hit Points: 92 (10d 10 + 40)
Speed: 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Skills: Stealth +9, Perception +7
Senses: Darkvision 60 ft., passive Perception 17
Languages: Understands the languages of its host but can't speak
Challenge: 7 (2,900 XP)

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

Dream Dominion. The Sovereign can attempt to take control of a sleeping creature's dream within 120 feet. The target must succeed on a DC 16 Wisdom saving throw or be charmed by the Sovereign for 8 hours. While charmed, the creature acts according to the Sovereign's will, though it has no memory of these actions upon waking.

Actions

Dream Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 22 (4d8 + 4) psychic damage, and the target must make a DC 16 Wisdom saving throw or be stunned for 1 round.

Dream Siphon. *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. Hit: 18 (3d6 + 5) psychic damage, and the target must succeed on a DC 17 Wisdom saving throw or fall asleep. If a creature succeeds on this saving throw, it is immune to the unconscious effect of Dream Siphon for 1 hour.

Bonus Actions

Psychic Drain. The Sovereign can drain psychic energy from a charmed creature, regaining hit points equal to the damage dealt.

Legendary Actions

The Sovereign has three legendary actions.

Psychic Surge (Costs 2 Actions). The Sovereign targets one creature it can see within 60 feet. The target must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) psychic damage and be stunned until the end of its next turn.

Ethereal Shift (Costs 3 Actions). The Sovereign magically enters the Ethereal Plane from the Material Plane, or vice versa.

Bloodied State

Aura of Nightmares (Instantaneous Effect). A palpable aura of nightmares surrounds the Sovereign, extending in a 30-foot radius. Any creature that starts its turn in this aura must succeed on a DC 16 Wisdom saving throw. If a creature fails this saving throw, it is incapacitated and forced to relive its nightmares, taking 15 (4d6) psychic damage at the end of its turn. A creature may repeat the saving throw at the start of its turn to end the effect.

Empowered Psychic Surge. The Sovereign's Psychic Surge legendary action now deals an additional 7 (2d6) psychic damage. It now costs 1 action to use as well.

Vulnerabilities

Temporal Instability. By succeeding on an Arcana check (DC 16), players can discover an uncertainty in the Sovereign's manifestation in the Material Realm. A successful attack as a result of this check will disrupt the Sovereign's connection to the ethereal plane, preventing it from using its Ethereal Transfer ability until the end of its next turn.

Psychic Vulnerability. By actively observing the Sovereign's behavior (Insight check DC 16), players discern a pattern in its psychic energy manipulation. Once this vulnerability is noticed, a successful spell or ability that disrupts psychic energy, such as Dispel Magic or a Paladin's Divine Sense, disables the Sovereign's Psychic Crush attack, rendering it unusable until the end of its next turn.

