



THE COBWEB INN

A dark mystery horror adventure for DnD 5e

DnD Must Haves

<i>Estimated playtime:</i>	4 - 6 hours
<i>Player level:</i>	6
<i>Party members:</i>	3 - 4
<i>Difficulty:</i>	★★★★☆

During this adventure, the party will be forced to spend a night at the Cobweb Inn.

A shabby lodge where everything is not quite as it seems and people act a little strange. Unfortunately, there's nowhere else to go as it's been storming for days and it doesn't seem to end any time soon.

THE COBWEB INN

Lair of the Dreamcatcher

"How did we end up at this dreadful looking place of an inn?" "Who cares! It's been raining for days and I could really use an actual bed for once!"

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ENJOYED THIS ADVENTURE?

Let us know how your adventure went! I would love to hear your story and it would help improve this and future adventures.

You can reach me on [Discord](#) or via [Email](#).

STORY OVERVIEW

During this adventure, the party will be forced to spend a night at the Cobweb Inn. A shabby lodge where everything is not quite as it seems and people act a little strange. Unfortunately, there's nowhere else to go as it's been storming for days and it doesn't seem to end any time soon. To unravel the mystery behind the inn, the party must hold on to their sanity and free the inhabitants from the Dreamcatcher's grasping vines.

Running the Adventure

You can play this module as a one-off adventure or as part of your campaign as the Cobweb Inn can be placed at any roadside or forest trail. The story has the following approach divided into three sections: **roleplaying**, **exploration** and **combat**.

1. Combat
2. Roleplay
3. Exploration
4. Exploration & Combat
5. Exploration
6. Combat
7. Combat

Chapters

The adventure is divided into six chapters in a series of events that will guide the party to the Dreamcatcher and final battle. The chapters follow a linear pattern and contain all the information you'll need to progress the adventure; like the changing circumstances, NPC behaviour, their whereabouts on the map, and the use of monsters.

NPCs

This story is heavily guided by the residents of the Cobweb inn so I strongly advise reading appendix B: NPCs thoroughly to really get a feel for how to roleplay them. In the chapters, you'll find additional information when needed.

Difficulty

To make the most of this adventure you should try and dive into the horror aspect of this game and give the players a feeling of isolation. Let the NPCs behave vaguely to create a creepy atmosphere. Don't be afraid to have a little fun with the story and possibly contradict yourself. Not everything has to make sense.

ADVENTURE FLOWCHART

PROLOGUE: GOBLIN AMBUSH

Goblin bandits ambush the party and try to rob them. Forcing the party to defend themselves and find shelter later.

Combat

CHAPTER 1: A WARM SHELTER

The party checks in and makes themselves comfortable, getting a chance to get acquainted with the various residents of the Cobweb Inn.

Roleplay

CHAPTER 2: UNSETTLING EVENTS

The party is challenged by a series of mishaps developing a sense of isolation and fear.

Exploration

CHAPTER 3: HAUNTING NIGHTMARES

When the party finally tries to sleep they'll wake up in an actual nightmare!

Exploration & Combat

CHAPTER 4: WAKING UP

Finding out Mariën is the only other resident not fully controlled by the dreamcatcher, the party wakes her up and together they dispel the trapping dream.

Exploration

CHAPTER 5: SAVING THE INNS RESIDENTS

It's time for the party to rescue the entangled guests of the Cobweb Inn and cut them loose.

Combat

CHAPTER 6: CONFRONTATION WITH THE DREAMCATCHER

After slaying enough Dreamfeeders the Dreamcatcher will reveal itself in the attic starting the final confrontation.

Combat



PROLOGUE: GOBLIN AMBUSH

You've been traveling toward the next town for a few days now. You're not sure how long ago it started raining but, your guess is, that it must have been a couple of days now. You quicken your pace as the storm picks up again, hoping to find your way out of this dreadful forest.

Suddenly you see a small number of hooded figures jumping out of the trees before you, obscured by heavy rainfall. One of them begins to swing their scimitar toward you.

Handling the goblin ambush

Because of the pouring rain, the battle will be fought in a heavily obscured area effectively giving the characters the blinded condition at more than 5ft.

Once more than two goblins are defeated, if the Worg gets killed, or if they acquire more than 25gp worth of loot, they'll call off the attack and retreat into the forest.

The goblins carry 40 gp worth of loot in belongings like jewellery and small change.

Music tip: Rainstorm in a forest with a little crack of lightning in the distance.

A group of four **Goblins** and one **Worg** tries to kill and rob the party in an ambush, making use of the storm as cover against inattentive and weary travellers. When the party crosses their path the goblins jump out of the trees launching their surprise attack.

Lowly bandits... Luckily they were no match for a group of well trained adventurers. Still, the fight has worn you down and forced you to find shelter and catch your breath. You find your way to a small, shabby looking inn. A faded sign reads: "The Cobweb Inn" and you decide that it's a place as good as any and step inside.

CHAPTER 1: A WARM SHELTER

As the party enters the inn the door slams shut by the raging storm. The last member that got in must succeed on a DC 5 Dexterity saving throw or suffer 1d4 bludgeoning damage.

You're greeted by a friendly but raspy voice from behind the counter. "O dear! Please come in quick, you're totally drenched!"

The Cobweb Inn

A small and shabby looking inn with just enough rooms to house the party and its guests. The light flickers and some of the floorboards are clearly broken. In addition, it seems that one of the creaky windows is letting in a draft. However, none of the guests seem to be bothered by this.

The interior (see Cobweb Inn, appendix D: Maps) is a haphazard collection of different styles of furniture and draperies. No two chairs are the same, the curtains are of different lengths, and the colour scheme, though mostly consisting of mustard yellows and greens, is all over the place. In the back of the main area is a fireplace responsible for warming the inn and is the general meeting spot.

The Innkeepers

The Cobweb Inn is run by **Joanne Stoogrim** and her older sister **Dilla Blightroot** (see appendix B: NPCs how to roleplay them). Both of the innkeepers are downstairs and will help the characters settle in different ways. Let Joanne check the party in, get a bit acquainted with the other guests and guide them to the fireplace. Dilla eagerly tries to take the character's coat and shoes to prevent them from smearing the carpet and getting everything dirty.

A night at the Cobweb Inn will cost seven copper pieces and Joanne will guide them to their room (see appendix D: Maps). Dilla will then offer the party some soup that she's made and asks them to settle down in the main area, when ready, while she is preparing it for serving.

Whispers. One of the party members will hear a faint whispering in their mother language trying to tell them something. On a successful DC 15 Wisdom (Perception) check, they can make out the word "come" but otherwise won't be able to hear anything coherent.

Other Residents

The party can find the following NPCs around the main floor.

The card game duo have packed their bags and are ready to go. They're convinced the rain will stop any minute and play an unknown card game in the lobby to kill some time.

The traveling family is just finishing their dinner in front of the fireplace. The father is eagerly putting wood on the fireplace to stay warm and will run out eventually in the next chapter.

Peytr is eating something in the kitchen and is a little grumpy.

Torien smokes a pipe at the table and looks stoically ahead, not interacting with his environment.

Let the party do a few checks as they get acquainted with the house and its residents. This can reveal the following information:

- They find a few feathers laying around in weird places
- There is a little bit of plant-like overgrowth entering through cracks in the house

During this chapter, the NPCs will act like nothing is out of the ordinary. A DC 22 Intelligence (Investigation) will reveal there's something wrong with the residents, but otherwise, look truthful.

Mariën Willows Entrance

Before the next chapter begins, Mariën Willow will come stumbling down the stairs trying to subdue a nasty coughing fit. She is very visibly ill and asks for someone's help heating her stove. The innkeepers almost immediately rush to her aid when she's downstairs, helping her up to bed again. Make it visible that she needs help climbing the stairs.

Mariën Willows

Mariën is the key to breaking out of the dreamworld in chapter 4 so be sure to highlight her appearance. She won't show up again until the dream sequence in chapter 3.



CHAPTER 2: UNSETTLING EVENTS

When the night falls, but before the party decides to go to bed, the following events will come into motion. You can skip some of it if you feel it isn't necessary and it's time to move on to the next chapter.

Lighting the Fireplace

Suddenly the temperature in the inn drops rapidly. The central fire is diminishing and starts to smolder, it will need more wood to start up again. One of the innkeepers will tell the party that Tork Blightroot is currently chopping wood in the shed behind the inn and should have a new batch ready. They're hesitant to go themselves because they could get hurt in the storm and will ask the party to go instead.

If the party doesn't help, the inn will grow too cold and the party gains a level of exhaustion because of this.

Music tip: Unsettling sounds.

Dilla will rush forward with some warm overcoats (from perished victims of the Dreamcatcher) for the party to help protect against the rain. To safely open the backdoor the first character must make a DC 8 Strength check or have the door slam into them gaining 1d6 bludgeoning damage. When they exit the inn all party members can hear faint whispers in the wind and make out the word "go" and "back" in their mother language.

The party members that decide to go outside and challenge the storm must make a DC 15 Dexterity saving throw. On a failed save they'll be hit by falling branches or slide around too much on the muddy path suffering 2d6 bludgeoning damage. They can also try a DC 15 Wisdom (Perception) check to safely navigate their way.

Tork is too busy chopping wood (see appendix D: Maps for his location) and doesn't acknowledge the party when they arrive. When asked he'll give them a hand direction pointing towards the shed, where the party can find the next batch of firewood, and continues chopping.

To get back, the party must make another DC 15 Dexterity saving throw to safely navigate back to the Inn. Taking 2d6 bludgeoning damage on a failed save. Going back one of the party members will catch a glimpse of a falling feather in their peripheral vision. Once back, the fireplace can be successfully lit with the new logs.

A Hole in the Roof

Shortly after relighting the fire, a large tree will fall on the house and break through the roof. The following rooms will be damaged and are quickly in need of repair:

- The roofing over the main entrance hall
- The roofing of the room the party had rented
- The roofing in the attic

The party can repair the damage to the roof in the hallway and attic with all kinds of solutions using old floorboards, a mending spell, or something else. They can also let it be and temporarily fix it by using buckets and other containers to catch the incoming rain.

The room the party had rented will be beyond repair as the large tree has crushed a portion of the side of the house and left a big hole in their room with large branches taking up a lot of the space. The innkeepers will tell them not to worry and offer them a spot to sleep in one of the common areas and refund their money. As a small token of their gratitude, for repairing most of the damage, Joanne will invite the party to the basement where they'll get a free round of drinks on the house.

If the party wants to look at some of the other rooms to find out if they took any damage have Dilla be adamant that she already looked and they're fine. The rooms will be locked, but if pressured, Dilla will open a room to show everything's fine. The room will appear to be empty but does contain a feather when thoroughly searched by the party.

Optional Events

The following event can be used, but are completely optional as they can overcomplicate the narrative.

A Cat brushes past one of the characters. Have a cat or other small animal cross one of the players paths and disappear just as quickly. When asked, Dilla will tell them that the house has a strict no-pets policy.

A monster outside. At one point one of the residents will scream and tell the others they saw the silhouette of a large creature right outside the window. They saw it during a lightning strike. If a character waits for lightning to strike again they can make a Wisdom (Perception) check to see if they can spot the monster too. The check will have the following result:

- | | |
|--------|---|
| 0 - 5 | They will see nothing |
| 6 - 15 | They saw some kind of slithering shadow |
| 16 + | They saw some kind of apparition crawling over the wall outside |

Peytr Lenloch will also show interest in the sighting and be convinced it was the Owlbear he was looking for. He's going to grab his trappers gear and run outside into the storm to face the beast. Only a DC17 Charisma (Persuasion or Intimidation) or physical force will convince him to stay. If he does go outside he will disappear until the next chapter knowing nothing of this whole ordeal.

After a while it gets to late and the party will become too tired to stay up and must go to sleep. If a player decides to stay awake they must make a successful DC 15 Constitution check or gain a level of exhaustion.



CHAPTER 3: HAUNTING NIGHTMARES

The party is trapped with the residents of the Cobweb Inn, inside the Dreamcatchers dream.

Realizing They're Trapped

The characters must make a successful DC 18 Wisdom (Perception) or Intelligence (Investigation) saving throw to realize they're not awake. In case there's a creature that doesn't need sleep like an elf, they'll slowly slip into the dream world and must make a successful DC 14 Wisdom or Intelligence saving throw to notice a rippling transition. Those that fail are unaware of their situation and must specify a single repetitive task they're doing. They also make a DC 12 Constitution saving throw or suffer from the Dreamcatchers Life Drain and take 15 (3d8) psychic damage, halving the damage on a successful save.

Those that succeed are now aware they're not awake and experience weird sensations, feeling the world pulling around them.

If nobody became aware at the beginning of this chapter a Ghastly Ghoul will attack one of the characters and make them aware of their situation.

Handling the NPCs

The Cobweb Inns residents are all vastly dreaming and focused on a single task (see Residents Dream Activity table). The only exception is the cleric Mariën as she's not fully succumbed under the Dreamcatchers spell and is aware there's something wrong (See chapter 5).

Residents Dream Activity

NPC	Dream Activity
Joanne Stoogrim	Going through the guest register mumbling names of all the current guests to herself: <i>[the character names]</i> , Peytr, Luciën, Octave and Vergil, Tomos, Rohn, Nia, Ceri, Beca, Jespar, Torien, Brenda, Illidiana, Gilberts, Jullus, Mariën...
Dilla Blightroot	Cleaning the chandelier in the attic, mumbling she's trying to get rid of all these pesky feathers
Tork Stoogrim	Still chopping wood in the backyard but more meticulously
Peytr Lenloch	Cleaning his gear near the fireplace, mumbling to himself about roots and vines
Torien Bakta	Counting guest shoes near the front door, mumbling about there being more guests than shoes
The card game duo	Getting drunk together in the cellars bar
The traveling family	The kids are sleeping near the fireplace and the parents are in the kitchen eating like wilde beasts

Encounters

The Dreamcatcher will begin to make sounds (see Dreamcatchers Whispers table) to lure the party into dangerous encounters (see appendix C: Monsters).

Dreamcatchers Whispers

Whispers

A rattling door
Breaking sound of a window
Scratching under the floorboards
Knocking behind the walls
A child's cry or laughter
Dripping and running of water

Ghastly Ghouls. Four of these ghouls are roaming around the house making it difficult for the party to walk around freely. Place one near the stairs, in one of the upper rooms, and near one of the dreaming party members. If a character comes within 5 ft. of one of these ghouls they will attack, but otherwise leave the party alone.

Ochre Jelly. Looking up you can feel drips coming from the ceiling. A perceptive (with a passive Perception score of 14) character will immediately realize it's no rain pouring in but actually two Oozes coming down and successfully evade a surprise attack.

Mimic. Reaching for the door a character can be met with a mimic instead, disguised as a door. A passive Perception of 15 will alarm a player that there's something wrong with the door.

Important

You can let the party go if they try to escape the Cobweb Inn, but the moment they step outside and try to flee, narrate how they instead wake up in their previously chosen resting spots, starting this chapter from the top.

If a character fails their death saving throws they don't die but are instead trapped in the dream. In that case, they can't use any spells anymore and are unable to fight apart from using the Help action and the ability to interact with their environment. When waking up, the character will have lost half their hit point max.

CHAPTER 4:

WAKING UP FROM THE DREAM

The party must find Mariën and break her free from the dream. Let her appear when the party decides to look for her or when they've handled enough encounters. She will be somewhere in the house, still wrapped in a blanket frantically looking behind wallpaper and floorboards. She'll be the only guest that will approach the party herself.

Once the party tells her something is not right Mariën will become fully aware and thank the party for freeing her. She will begin by explaining that she came here searching for a missing person but got trapped instead.

The Dreamcatcher has made her weak and unable to help the party in combat or cast spells, but she does have a spell scroll stashed in her belongings. It contains a *dispel magic* spell at a high level that will do the trick of freeing them. Once cast the dreamworld will dissipate around the players and wake them up for real. The scroll will be guarded by a mimic under her bed. The players can try to grab it without aggravating the mimic with a successful DC17 Dexterity (Sleight of Hand) check.

As Mariën starts reciting the scrolls content, you hear faint screeching noises in the distance. Whatever had trapped you isn't happy about it... The world around you starts to fade into nothingness. First the trees outside and the walls of the house. Then the floorboards under your feet, and finally the chair next to you, before you disappear yourself.

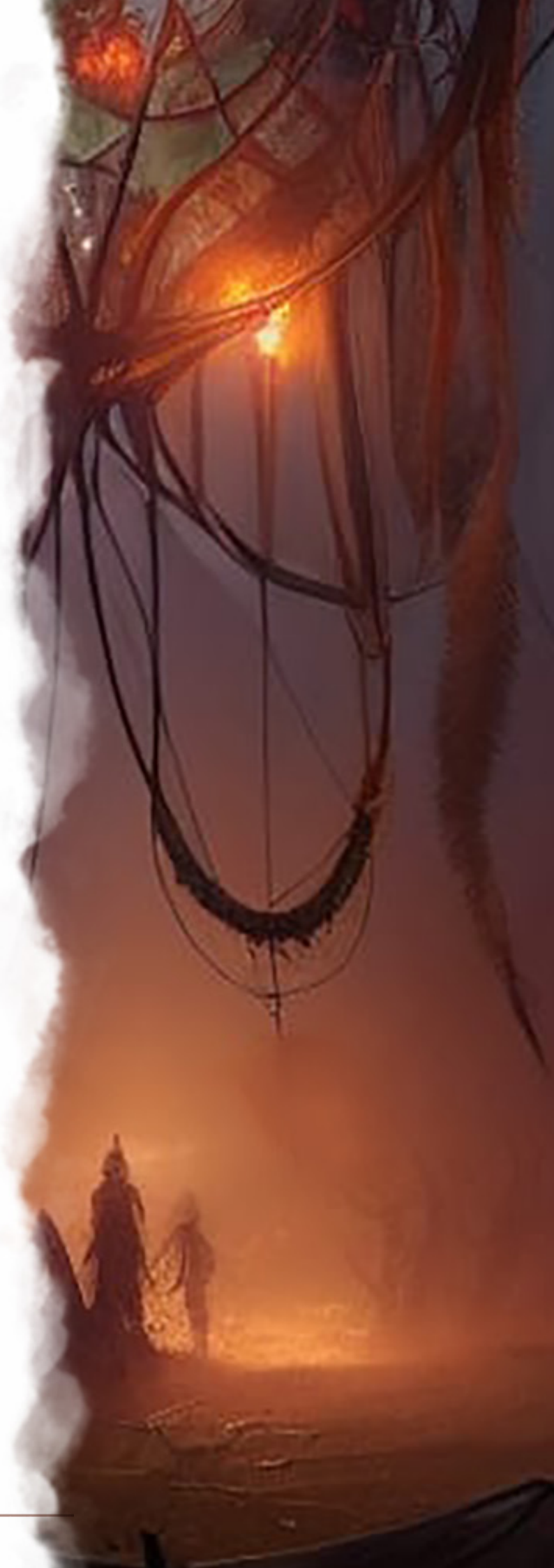
You wake up, finding yourself caught in all kind of feathery vines bound around your feet.

Waking Up

Using the dispel magic spell scroll, the party wakes up where they fell asleep, seeing the vines retract from their bodies and slip back into the cracks in the floor.

Important

Damage received in the dreamworld partly crosses over into the real world. For every 5 hit points of damage (rounded down) the characters get 1d4 of psychic damage with a maximum of half their hit points total.



CHAPTER 5: WAKING UP FROM THE DREAM

Breaking the dream, the Dreamcatcher will be on the defensive and use its Dreamfeeders against the party. These feeders (see appendix C: Monsters) can be found around the house leaching on the inn's residents. They hide in the nooks and crannies of the house and connect to a much larger body through an intricate network of vines.

Mariën will tell the party to be careful as she tried saving the inn's residents before but got overpowered by some kind of monstrosity.

Make it obvious Mariën is too weak to assist in combat and would need at least a few days of rest.

Death NPCs. Some of the Dreamcatcher older victims will now be visible throughout the house. They've become mummified corpses still laying around in the vine-like traps although the vines are no longer leaching from the bodies. Ideal locations are the basement and a few of the rented rooms.

Dreamfeeders. The party must defeat as many Dreamfeeders as there are party members and each feeder will have control over two residents that they manipulate. Using their vines to animate the NPCs like marionettes they'll try to coax the party back to sleep. They can speak through their victims bodies but can only do so in a distorted voice. When this fails they will switch to a more aggressive strategy and straight-up attack.

I would recommend using at least the basement and shed as locations for the Dreamfeeders.

Once a Dreamfeeder is destroyed the luminescent glow of the vines around them will dissipate and retract into the houses leaving visible cracks along the walls to where the next one will be. This will eventually lead to the attic where the main body of the Dreamcatcher can be found.

Freeing NPCs

The inns people are completely subdued by the Dreamfeeders and can't move or speak. To free them the characters can make a successful DC 18 Dexterity check and remove the vines from their bodies. On a failed save or when using a weapon the vines will release psychotic spores into

the air. Any creature within 5 ft. of the target must make a Constitution saving throw or suffer one of the following effects:

0 - 10	Fall unconscious and be paralyzed for 1 minute
11 - 16	Gain 2d6 psychic damage
17 +	Gain 1d6 psychic damage

Using fire will push the vines back and force the Dreamfeeders to release their victims, but it won't stop them and they'll try to grab their victims again if they get the chance. Freed NPCs will fall into a catatonic state that can only be cured with a healing spell or by slaying the Dreamcatcher itself.

CHAPTER 6: CONFRONTATION WITH THE DREAMCATCHER

After slaying the last Dreamfeeder the cracks created in the walls will visibly lead to the attic where the Dreamcatcher is hiding. When the party reaches the attic you can attack them with a Peacock Defence starting the final encounter of this adventure. You could also negotiate with them before they reach the attic through telepathy.

EPILOGUE: IS THIS THE END?

Having saved the Cobweb Inn from the clutches of the Dreamcatcher, you start to pack your things and say your goodbyes to the innkeepers. "Again, thank you so much for saving us! I wish you all the best on your journey and good luck!" says Joanne.

Still, on occasion, when you fall into a deep slumber. You'll wake up in the morning and find a feather under your bed.



APPENDIX A: ITEMS

COMMONERS JEWELLERY

Mundane Items, Common

Jewels and other valuable belongings of commoners, street merchants and other travelers.

5TH LEVEL SPELL SCROLL

Scroll, Rare

A spell scroll containing the dispel magic spell at 5th level.

APPENDIX B: NPCs

Key NPCs



The innkeepers

Even though they run the inn together, they rarely agree on the house rules. Joanne likes to let things run their course while her sister Dilla likes to run a tight ship. This results in them contradicting each other a lot although they would never acknowledge this to anyone when asked. They will deny any quarrel between them and back each other up accordingly.

Joanne Stoogrim

LG female Gnome innkeeper and owner of the Cobweb Inn

As Innkeeper Joanne Stoogrim is a bit scatterbrained. She tries to be as helpful as she can and is considered approachable. On occasion she'll check in on the party and likes to make small talk. Other than that she's mostly busy doing the bookkeeping and has her nose in a large pile of papers.

Dilla Blightroot

LG female Gnome innkeeper and older sister of Joanne

As the loving older sister of Joanne, she helps out tries to keep the inn in its best condition. She's not as scatterbrained as her sister and unlike her, likes to be left alone. She will address the party on any house rules they break and ask them to abide by them. These are things like, no shoes, no open

doors, and no feet on any furniture. Besides that, she'll be busy cooking and cleaning.

Tork Stoogrim

LG male Gnome and husband of Joanne

Tork is the local lumberjack and busy out back chopping wood for the fireplace. In his spare time, he likes to make little wood carvings and some of these can be found around the inn. Characters can inspect these figures making a DC15 Investigation check. On a success, they'll notice that he recently started carving squid-like figures.

Mariën Willows

LG Female half-elf cleric

In search of missing townspeople a year earlier, Mariën ended up at the source of the problem but got captured herself. After all this time she has become very weak and ill because off the Dreamcatchers effect, unable to fight off the aberration.

She won't be able to help the party in combat but is able to protect herself with Shield of Faith if needed and can use Cure Wounds twice to heal the party.

Because of her illness, Mariën will have the same statistics as a commoner except for a +6 Spellcasting Ability Modifier and 15 hit points.

Other NPCs

These characters are all guests in the Cobweb Inn and can be used to flesh out the adventure. You can alter their background or change them in any way you see fit to better suit your needs.

Peytr Lenloch. (*Human ranger*) knows the woods around these parts well and is a regular customer of this inn. He is on business here to find and trap an Owlbear that has been making trouble for local farmers. Unfortunately for him, he's been stuck here for several days because of the raging storm.

Torien Bakta. (*An old male dwarf*) Can be found in his room or in the lobby. He smokes a very long pipe and generally keeps to himself. He doesn't react to a lot of things around him and mostly stares into the distance. The Dreamcatcher has almost sucked out all of his life leaving him on the verge of death.

The card game duo. (*Human males*) Octave Bunder and Vergil Nix are playing a strange card game to pass the time. Both are convinced the storm could stop any moment so they can continue their travel.

Traveling family. (*Human*) Husband Rohn with his wife Nia and their son Ceri and daughter Beca. They were on a mini vacation in search off the rare truffles and other edibles the forest could offer.

APPENDIX C: MONSTERS

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Worg

A **worg** is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning and malevolent, worgs roam across the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, but a worg will turn on its rider if it feels mistreated or malnourished. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Worg
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Commoners include

Peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5(1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5(1d6 + 2) piercing damage.

Ghastly Ghoul

Ghastly remnants of the Dreamcatchers past victims. These ghouls containing almost no sliver of their past self anymore and wander aimlessly around.



GHASTLY GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 15 (3d8 + 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	8 (-1)	7 (-2)	10 (+0)	5 (-3)

Condition Immunities Charmed, Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Any languages it knew in life

Challenge 1/4 (50 XP)

ACTIONS

Life leech. The Ghoul leeches of the targets lifeforce +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. The target must succeed on a DC 10 Constitution saving throw or be paralyzed 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.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, Slashing

Condition immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills stealth +5
Damage Immunities acid
Condition immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

DREAMFEEDER

Small aberration, chaotic neutral

Armor Class 15 (Natural Armor)
Hit Points 93 (11d10 + 33)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills prone, poisoned
Skills perception +6, stealth +5
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 16
Languages -
Challenge 6 (2,300 XP)

Grasping Vines. The Dreamfeeder can have up to three vines at a time. Each vine can be attacked (AC 10; 5 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the Dreamfeeder, which can extrude a replacement vines on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The Dreamfeeder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Control. A Dreamfeeder automatically succeeds in charming a humanoid it has grappled that is either sleeping or unconscious. It can then use its vines to animate this humanoid like a marionette.

ACTIONS

Multiattack. The Dreamfeeder makes two vine strikes or, if it can, marionette attacks and one spore.

Vine Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

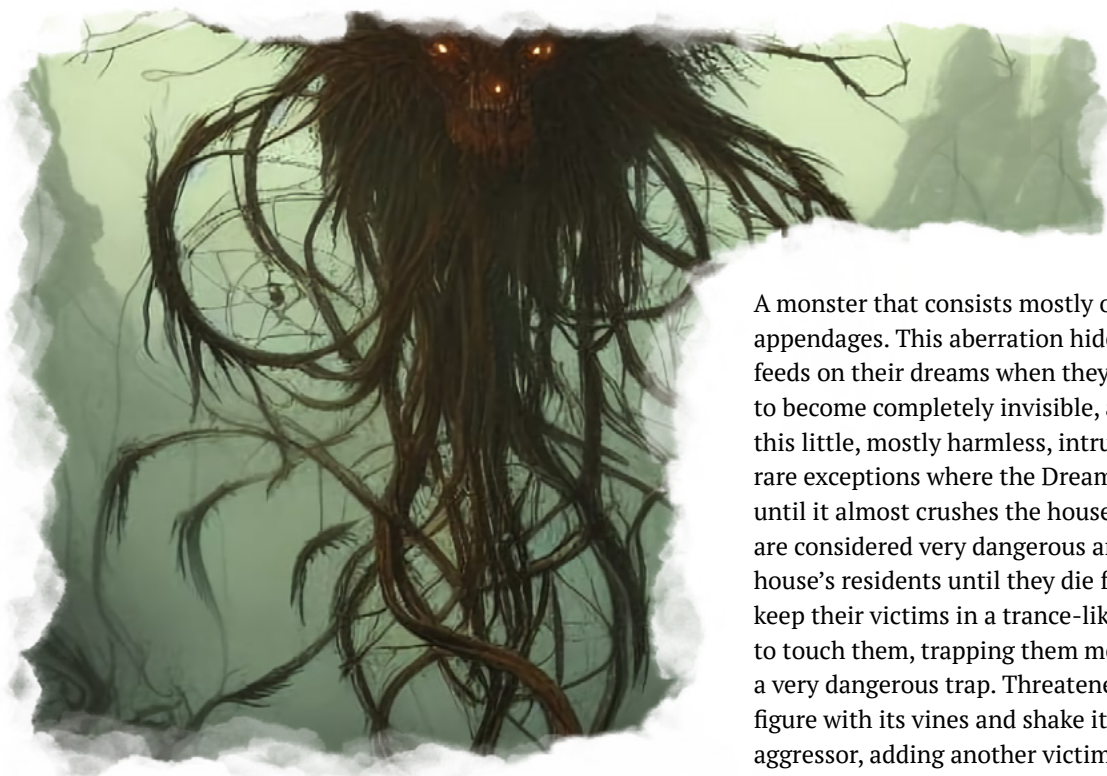
Spore. Any creature within 5 ft. of the Dreamfeeder must make a Dexterity saving throw or suffer one of the following effects:

- 1 - 8 fall unconscious and be paralyzed for 1 minute
- 9+ 1d6 psychic damage

Marionette Attack. The Dreamfeeder uses a victim it controls to make a *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d4) bludgeoning damage.

REACTIONS

Marionette Parry. The Dreamfeeder adds +3 to its AC against one *Melee Attack* that would hit it using the body of a humanoid that it controls.



A monster that consists mostly of vine and root-like appendages. This aberration hides under people's beds and feeds on their dreams when they sleep. Because of its ability to become completely invisible, almost nobody knows about this little, mostly harmless, intruder. There have been a few rare exceptions where the Dreamcatcher kept on growing until it almost crushes the house it lives in. These variants are considered very dangerous and keep on feeding on the house's residents until they die from exhaustion. They can keep their victims in a trance-like state, without the need to touch them, trapping them mentally. This makes its lair a very dangerous trap. Threatened, it will make a hoop-like figure with its vines and shake its feathers to hypnotize its aggressor, adding another victim to its list.

THE DREAMCATCHER

Huge aberration, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	18 (+4)	15 (+2)	7 (-2)

Condition Immunities prone, poisoned, grappled, incapacitated

Saving Throws Con +6, Int +8, Wis +6

Skills history +12, perception +10

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 20

Languages telepathy 120 ft.

Challenge 12 (8,400 XP)

False Appearance. While the Dreamcatcher remains motionless, it becomes invisible to the naked eye.

Probing Telepathy. If a creature communicates telepathically with the Dreamcatcher, the Dreamcatcher learns the creature's greatest desires.

Grasping Vines. The Dreamcatcher can have up to six vines at a time. Each vine can be attacked (AC 18; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the Dreamcatcher, which can extrude a replacement vines on its next turn. A vines can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Aberrant Ground. The ground in a 20-foot radius around the dreamcatcher is covered with vines and difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

ACTIONS

Multiattack. The Dreamcatcher can use its peacock defence, make a vine strike and if it can, one Life Drain.

Vine strike. Melee Weapon Attack: +9 to hit, reach 20 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the Dreamcatcher can't use the same vine on another target.

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Dreamcatcher. Hit: The target takes 15 (3d8) psychic damage. If this damage reduces the target to 0 hit points, the Dreamcatcher kills the target by absorbing its soul.

Peacock Defence. The Dreamcatcher arcs its vines in the air shaking its coloured feathers in a hypnotic pattern. This has no effect on constructs or undead. All other creatures within 30 ft. that can see it must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed, is incapacitated, and has a speed of 0. This effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dreamcatchers peacock defence for the next 24 hours. The creature can try to escape the grapple at the end of its turn.

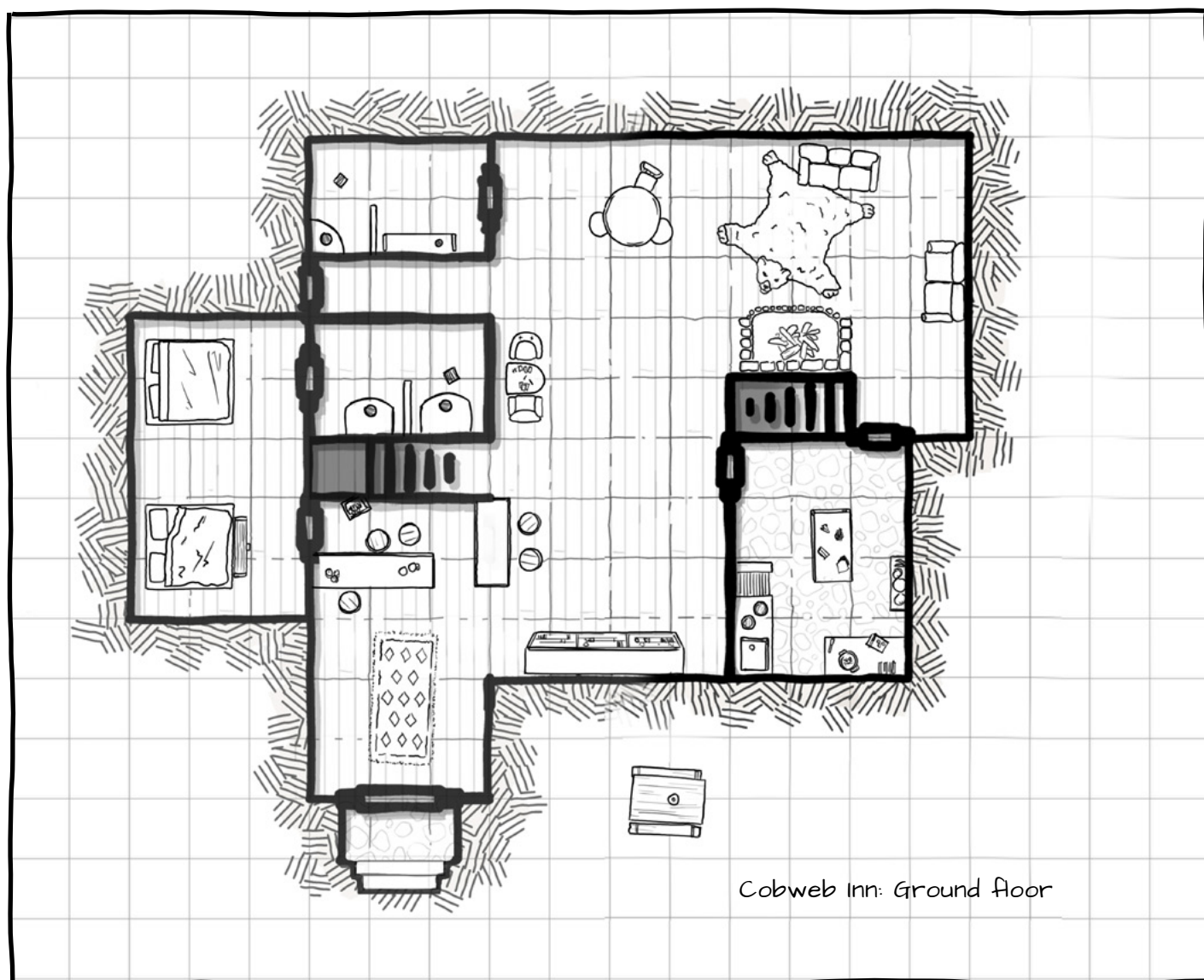
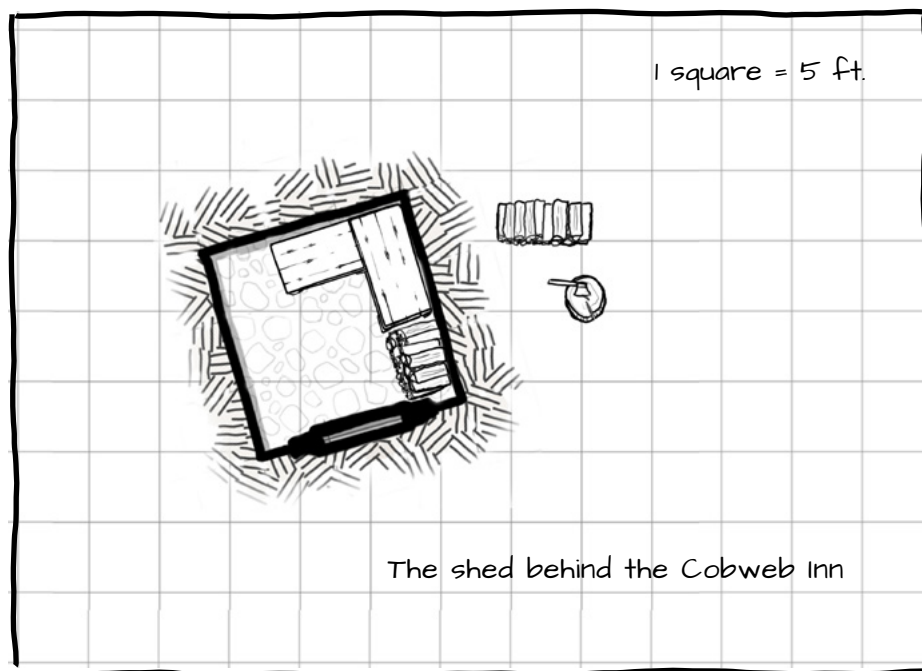
LEGENDARY ACTIONS

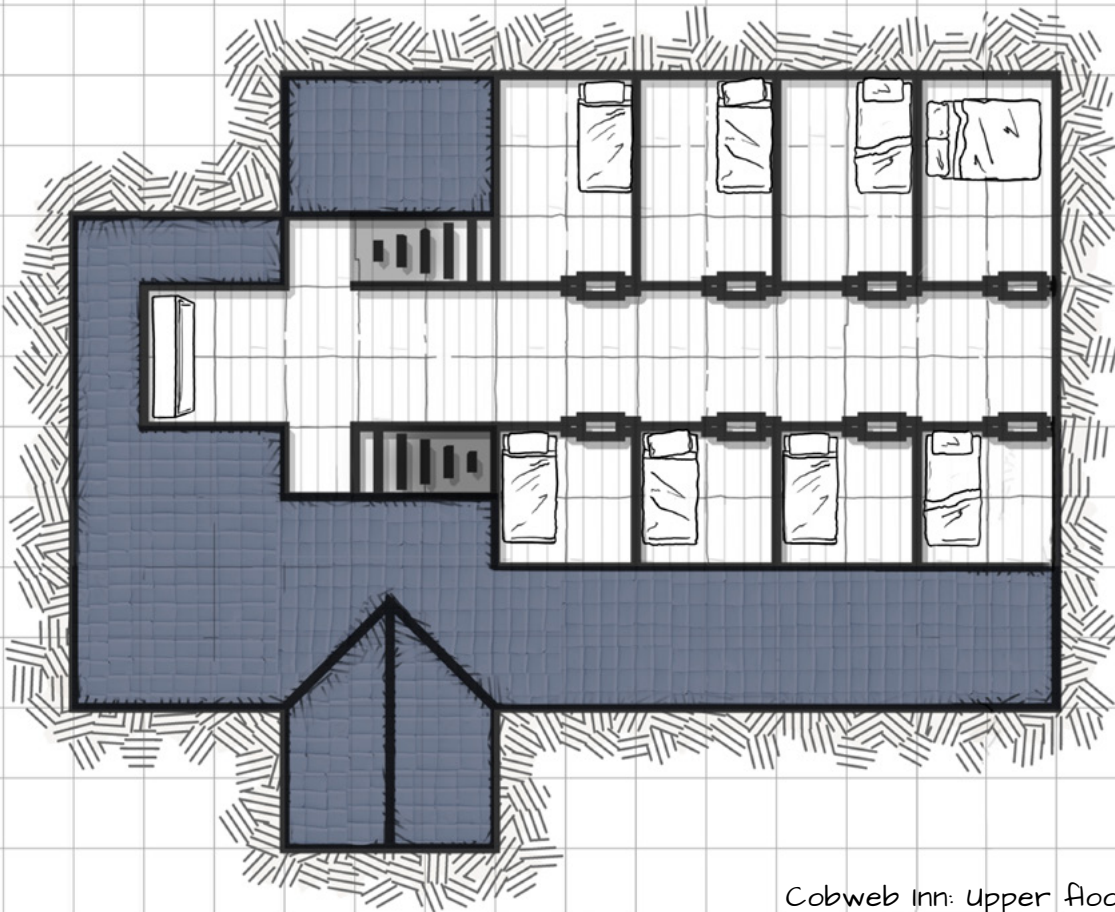
The Dreamcatcher can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dreamcatcher regains spent legendary actions at the start of its turn.

Vine strike. The dreamcatcher makes a vine strike.

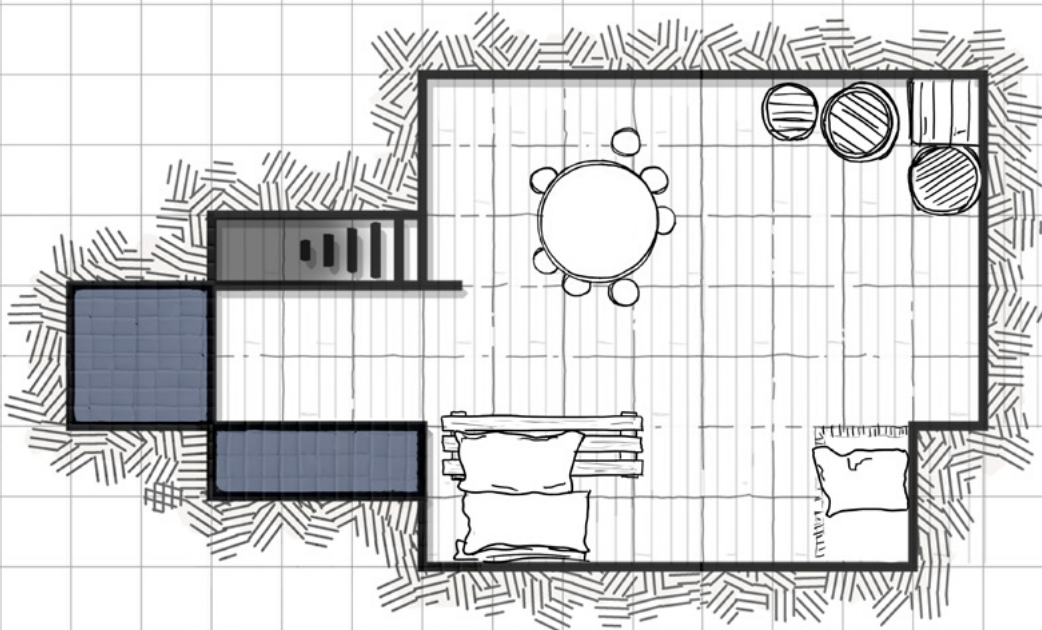
Life Drain (Costs 2 Actions). The Dreamcatcher drains life from one of its victims

APPENDIX D: MAPS

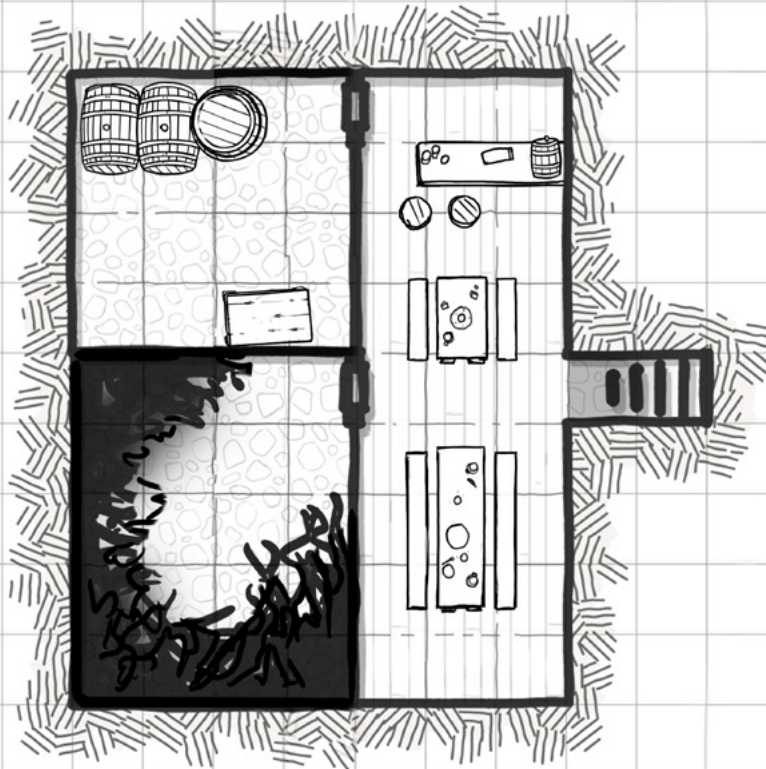




Cobweb Inn: Upper floor



Cobweb Inn: Attic



Cobweb Inn: Basement