

Creatures of Nightmares

Nightmares are what happens when our own mind gets the better of us. Sometimes our dreams present us with our own worst fears over and over in an inescapable scenario. Normally, the worst outcome of a nightmare is a poor night's rest. But the outcome is sometimes far, far worse.

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Whether caused by the result of a wizard coaxing a nightmare from a sleeping creature, the wandering mind of a powerful psychic, or something else entirely, nightmares have been known to manifest in the material world—with terrifying results.

Living Nightmare

Like a grim reaper of death, but with too many arms, this creature feels 'off'—touching your subconscious in a way that suggests it was never meant to exist.

Living Nightmare

Medium super-sentient evil spirit (8d6)

STR 0 (0d6) **AGI** 9 (3d6) **END** 7 (3d6)
INT 20 (5d6) **LOG** 5 (2d6) **WIL** 10 (4d6) **CHA**
10 (4d6) **LUC** 3 (2d6) **REP** 6 (3d6)
PSI/MAG* 10 (4d6)

HEALTH 28

MELEE DEFENSE 32; **RANGED DEFENSE** 25;

MENTAL DEFENSE 32

SOAK 0; **VULN** 1d6 (holy); **IMMUNE**
incorporeal

INITIATIVE 8d6

PERCEPTION 8d6; *superior darksight*

FLY+ 8; **CLIMB** -; **JUMP** -

CARRY -

ACTIONS 2

NATURAL DAMAGE 2d6+4

Incorporeal touch 6d6 (2d6+4 psionic damage)

Skills *bluffing* 10 (4d6), *intimidation* 10 (4d6),
stealth 10 (4d6), *insight* 10 (4d6), *perception* 8
(3d6), *conviction* 10 (4d6), *reactions* 6 (3d6),
dodging 10 (4d6)

Gear -

Incorporeal. A living nightmare is immune to physical attacks which do not do psionic, light, or holy damage.

Telepathy. Living nightmares communicate via telepathy; this ability is independent of language and can be used to converse with any creature it can see.

Assume Nightmare. A living nightmare can embody one of the emotions of one of the creatures it is mind-linked to. These emotions differ from creature to creature, and are examined in more detail below. In addition to any specific effects of that transformation, assuming a nightmare transforms the living nightmare into a new form related to that emotion.

Assume Shape. A living nightmare can assume any form it chooses, though this form always remains medium-sized, even if the creature or object it appears as would be larger or smaller. No matter what form it assumes, the change is entirely cosmetic and has no effect on the living nightmare's statistics. For instance, if the living nightmare were to assume the form of a dragon, it would not gain any extra attacks or a breath weapon, and it would appear as a medium-sized dragon.

Unsettling Aura. A living nightmare is unpleasant to look upon, even when it appears to be an entirely normal creature. Living creatures must make a *Difficult* [16] **WIL** check upon first seeing the living nightmare or be rendered nervous. This condition can be shaken off as normal.

Deep Slumber (2). A living nightmare renders one target sleeping, or all targets within 30' drowsy, with a **PSI/MAG** mental attack. The sleep is fitful and full of nightmares. This condition can be shaken off as normal.

**Living Nightmares come in magical and psionic varieties, depending on the type of WGIN setting you are using. Use whichever is appropriate to your setting.*

Individual and Shared Nightmares

Living nightmares come in two varieties: the individual nightmare and the shared nightmare. Though they share the majority of the same abilities, they are distinctly different thanks to the number of minds they draw from.

Individual Living Nightmares

Individual living nightmares are linked to one specific creature; they are the manifestations of their deepest fears and current anxieties. They are fleeting things that cannot maintain their existence without the creature whose mind they are linked to. They come into existence with a mind-link already established with a single creature, and have the following mind-link ability.

Mind-Link. An individual living nightmare is tied to the mind of a specific sentient creature, and draws from their fears and anxieties when

using its Assume Nightmare ability. The living nightmare can use its Assume Shape ability to appear as its mind-linked creature as a free action. If this mind-link is severed, such as if the creature dies or becomes immune to mind-affecting effects, the living nightmare is immediately destroyed.

Shared Living Nightmares

Shared living nightmares are not significantly more dangerous than their individual counterparts, but they are much more difficult to destroy. Untethered from one specific mind, shared living nightmares freely shift from one fear to another as they feed on the doubts of everyone nearby. They gain the following mind-link ability.

Mind-Link. As a single action, a shared living nightmare can reach into the mind of a sentient creature it can see, who has not been a subject of its mind-link in the past week. It makes a PSI/MAG mental attack, and if successful the target becomes mind-linked to the living nightmare, allowing it to draw from their mind when

using its Assume Nightmare ability. Further, even if the shared living nightmare is reduced to 0 HEALTH, it is not destroyed so long as it is still mind-linked to at least one creature. Instead, it loses connections to 1d6 creatures and manifests again from the dreams of one of those creatures the next time that creature sleeps (or immediately, if the creature is already asleep).



Your Worst Nightmares

Living nightmares draw power from the entire spectrum of negative emotions. However, many such emotions lack the sort of malevolent power that a living nightmare seeks. Most often, the emotions a living nightmare draws from when making use of its Assume Nightmare ability fall into four broad categories: anger, dread, greed or shame.

Anger

Anger embodies things that the dreamer stands against: specific people, races, cultures, or even activities. Similar to and often overlapping with dread (which relates more to concern to one's personal well-being), anger is more related to societal wellbeing. A dreamer is angry that a person or group might cause a change the world in which they live that they perceive as negative.

When living nightmares assume anger forms, they typically appear as a caricature of what—or who—the dreamer stands against. Until the living nightmare assumes a new form, it gains the following special attack.

Mocking Gaze (2). The target is rendered enraged on a successful PSI/MAG mental attack.

Dread

Dread is the deep desire to avoid something in order to preserve the dreamer's personal well-being in any form.

When living nightmares assume dread forms, they typically appear as amalgams of everything the dreamer fears: a grim reaper, a giant spider, and a burnt corpse all together, for instance. Until the living nightmare assumes a new form, it gains the following special aura.

Dread Visage. Any creature mind-linked to the living nightmare who can see it immediately becomes nervous. Each round

they begin within 30 feet of the living nightmare they must also make a *Difficult* [16] WIL check or become afraid until the start of their next turn.

Greed

Greed focuses on things that the dreamer wants but cannot attain. Whether this is because attaining such a thing is essentially impossible (or merely because it goes against a personal or societal code), living nightmares tap into these deep-seated unfulfilled desires.

When living nightmares assume greed forms, they typically appear as idealized and cruel versions of the dreamer or the subject of the dreamer's unfulfilled desires. Until the living nightmare assumes a new form, it gains the following special attack.

Covetous Glance. As a single action, a living nightmare can look longingly at two targets, making a PSI/MAG mental attack against the target with the lowest MENTAL DEFENSE. If successful, the does not treat the second target as an ally for one minute, and cannot benefit from or provide bonuses such as flanking from them.

Shame

Shame is what a dreamer dislikes about themselves, whether a physical aspects, a secret, dark desires, or a private failing.

When living nightmares assume shame forms, they almost always appear as unbound versions of the dreamers, emphasizing their least favorite physical features, such as large eyes, ears and noses, crooked teeth or an unsightly paunch. Until the living nightmare assumes a new form, it gains the following special attack.

Secret Shame. As a swift action, a living nightmare can cause a target within 30 feet to focus momentarily on their deepest shame. The living nightmare makes a PSI/MAG mental attack, and if successful the target is rendered stunned.