

A NIGHTMARE MADE FLESH

This encounter takes place on a series of **asteroids**. A cultist named **Phobien** is courting an ancient demigod, the **Lord of Nightmare**, who has the power to warp and remake the world. She and her followers stand upon the precipice of awakening and unleashing him upon an unsuspecting world. This place is his prison.

Encounter Overview

- The party battles with a handful of **cultists**, as well as Phobien, a moderately powerful **sorcerer**, while avoiding falling into the nightmare void below.
- Nightmare elementals called **Terrors** also appear and attack.
- The planar magics that swirl around Phobien function as the spell **Mage Armor**, setting her Armor Class at 15.
- The Lord of Nightmare, a monstrous cosmic entity, appears partway through the fray and begins destroying the battlefield.
- Phobien is the anchoring point for the ritual's magic. Once he appears, the Lord of Nightmare remains a threat until she is rendered unconscious or dead. A **DC10 Investigation** or **Arcana check** can help shed light on this.

Phase 1: The Realm of Nightmares

As the party approaches the chanting cultists, Phobien's body crackles with energy.

When melee fighters rush forward, **Terrors** begin manifesting behind them, splitting the party. Terrors are dream elementals from the Astral Plane, who appear as black and purple fog in humanoid shape.

When Terrors target a player, they take on the shape of that target's worst fear, potentially **stunning** them and **dealing psychic damage**. Think or ask about what each PC's worst fear might be before this encounter.

Phase 2-3: Something Stirs

Beneath the asteroids, cosmic dust and stars roil into new and disturbing shapes. You feel a sinister presence around you.

Phase 4: The Lord Awoken

At the top of the round, as the battle continues, the stoic face of a **massive cosmic entity** appears in the void below. Its eyes turn to the party...

Phase 5: Hand of the Demigod

The Lord of Nightmare raises its enormous hand in preparation to destroy one of the floating rocks. Watch out!

Phase 6: Wrath

On **Initiative count 20**, the hand crashes down, crushing the stone platform, and dealing **2d10 Bludgeoning** and **2d10 Psychic damage** to any caught under it, and destroying that part of the map.

Those caught under the hand must succeed on a **DC13 Dexterity** or **Strength Saving Throw** or they begin to float downward into the abyss at a rate of 10 feet per round.

Phase 7: Grab For Freedom

The entity moves its hand to another position, this time aiming for where a chain anchors into one of the larger asteroids.

Phase 8: Freedom

Once again the hand closes, wreaking its damage to any under it -- but this time, it breaks one of the **chains**.

Phase 9: Last Chance

His chains broken, the Lord of Nightmare retreats from the fracas. The cultists let out a great cry of triumph; you have only a moment before disaster is realized.

Phase 10: Nightmare Realized

The Lord of Nightmares disappears behind you. He is now out there, in the Astral Plane somewhere. The cultists cackle, and put up little fight from here on out. In their minds, they've won.

Conclusion

- At any point in this battle, when the party destroys Phobien, the Lord of Nightmare becomes trapped once again in his astral prison.
- If cultists remain alive when Phobien is killed, they immediately surrender.
- If Phobien remains alive by the final frame of this map, the Lord of Nightmare disappears from his prison and escapes into the world, a force of nature warping all he touches into terrifying darkness and delirium.