

THE MONSTER UNDER THE BED



A WARLOCK PATRON

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The Monster Under the Bed

Many of us went through that phase—lying awake every night, worrying about what lurks in the darkness of our bedrooms... in particular, under the bed—that very place we are supposed to find rest in! Most ultimately grow out of that phase, leaving the night terrors behind. Others always keep worrying, even in adulthood, retaining that ingrained primal fear of the dark. But a few, well... some embrace that fear—and get to befriend, or at the very least come to an agreement with, that Monster Under the Bed.

The nature of these monsters and their relationships with the “their” children is as varied as the personalities of those who bond with them. For some, it’s like having an imaginary friend—for others, it’s about giving the monster what it wants to leave them alone. Usually, it’s at least a little bit of both.

Expanded Spell List

1st-level Monster Under the Bed feature

The Monster Under the Bed lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level Spells

1st *alarm, sleep*

2nd *calm emotions, darkvision, silence*

3rd *catnap, Leomund's tiny hut*

4th *compulsion, phantasmal killer*

5th *geas, modify memory*

Friends in the Dark

1st-level Monster Under the Bed feature

You gain darkvision out to a range of 120 feet. If you already have darkvision, its range increases by 60 feet.

In addition, you are immune to the frightened condition while you are in complete darkness, and you have advantage on saving throws against effects that cause fear otherwise.

Blanket of Darkness

6th-level Monster Under the Bed feature

When you take a short or long rest, you and any of your allies within 30 feet of you cannot be surprised, for you always expect the worst. But the darkness is also soothing, in its way. If resting in dim light or darkness during a short rest, you and your allies also regain 1d4 additional hit points for every hit die expended, and you regain all expended hit dice whenever you finish a long rest in dim light or complete darkness.



Whispers in the Dark

6th-level Monster Under the Bed feature

During a long rest, the monster under the bed comes to commune with you. To some, the monster appears physically—a tentacle wriggling out from under their bed or sleeping bag, two glowing eyes in the darkness of their wardrobe or the forest. To others, the monster just appears in their dreams or communicates with whispers that could just as well be a rustling of leaves or a creaking floor board.

The monster's disposition varies from night to night. Roll a d20 to determine its mood:

- **1: Dreadful.** The monster is angry today, and nothing will placate it. You rest in fits and starts, and your dreams and thoughts are troubled. You do not regain any hit points and recover only a maximum of one hit die from your rest.
- **2-13: Dialogue.** The monster is in a chatty mood tonight. You



can converse with it for a while, but it will not divulge any advice or information that seems immediately useful. Nonetheless, you feel appreciated and awaken under the effects of an *enhance ability* spell. To determine which of your abilities is enhanced roll a d6, consult the spell's options and select the one corresponding to your roll, counting from the top. You do not need to concentrate on the spell, and its effects last for 1 hour.

- **14-19: Dreamy.** The monster is not very communicative tonight, but you sense that it deigns to share its wisdom—you just need to ask. You gain the benefits of a *divination* spell and receive the answer in a prophetic dream.
- **20: Delightful.** The monster is unusually approachable tonight and seems genuinely happy to have you by its side. Until you finish your next long rest, you have one spell slot more than listed in the warlock table.

Sweet Dreams

10th-level Monster Under the Bed feature

You learn the *dream* spell if you don't already know it. If you do already know it, you can learn one additional spell from the warlock spell list. Neither of those spells counts against your number of known spells.

Using this feature, you can cast the *dream* spell once without expending a spell slot. You regain the ability to do so when you finish a long rest.

When you cast the *dream* spell using this feature, the target has disadvantage on saving throws against it.

You gain one additional special feature of the *dream* spell when you cast it using this feature. You can attempt to plant harmful or healing thoughts in the target's mind. If you decide you want to harm, the target must succeed on a Charisma saving throw against your warlock spell DC or awaken having gained one level of exhaustion. If you decide you want to heal, the target awakens with temporary hit points equal to your warlock level.



Monster Charmer

14th-level Monster Under the Bed feature

You are conversant with creatures most others would consider monsters. You might not always truly comprehend them, but you have an unusual understanding of their ways. You have advantage on Wisdom (Insight) and Charisma (Persuasion) checks against aberrations, fey, fiends, monstrosities, oozes, and undead. These creatures also have disadvantage on saving throws against being charmed by you.

Finally, you can ignore immunity by any of these creatures against the charmed condition once, but only against a spell or effect originating from you. You regain the ability to do so when you finish a long rest. When ignoring a creature's immunity in this way, it does not suffer disadvantage on its saving throw.

Mechanics Tips

There are a few features of the Monster Under the Bed patron that interact particularly well with each other. Here is a short overview to help you get the most out of your experience!

Charming Spells. The Monster Charmer feature enhances spells that inflict the charmed condition on monsters. There are not all that many spells on

the warlock spell list that interact with this feature, so here is a list that might help: *crown of madness*, *dominate monster*, *hypnotic pattern*. To make the feature more useful, the Extended Spell List adds some spells that rely on charming monsters: *compulsion*, *geas*, *modify memory*, *sleep*. To get the most out of Monster Charmer, you might want to pick up a couple of these!

Resting. Many of the

Monster Under the Bed patron features interact with rests: Blanket of Darkness, Whispers in the Dark, and to some degree Sweet Dreams. The same is true for some of the new spells and invocations: *nightlight*, *nightmare*, and Dreamwalker. Don't forget about those and their extended effects, and make use of them whenever you rest—they can really spice up an activity that is often glossed over!



Spells

You can access the following new spells, granted by your patron!

Nightlight

1st-level conjuration (artificer, warlock)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a candle or a matchstick)

Duration: Concentration, up to 8 hours

You conjure up a small glowing orb of dim and gentle light that slowly circles the head of one willing creature designated by you. If the target goes to sleep while affected by the spell, the orb gently floats 1 foot above its head. The sleep while affected by this spell is deep and more relaxing than usual. Upon completing a long taken while affected by this spell, the creature awakens with 5 temporary hit points and regains all its expended hit dice. If you cast this spell using a spell slot of 2nd level, you can affect one

additional creature for every spell slot level above 1st.

Nightmare

4th-level illusion (bard, warlock)

Casting Time: 1 action

Range: Self

Components: V

Duration: 8 hours

You warp the dreams of a sleeping creature you have seen before. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, and creatures that don't dream, such as kalashtar, can't be affected by this spell. If you cast the spell while the creature is awake, it is affected if it falls asleep during the spell's duration.

The target must succeed on a Wisdom saving throw or not gain any benefits from its long rest.

In addition, the target is immediately frightened for 1 minute when it sees you or another creature designated by you once it awakens, recognizing you or the designated creature as a

horrible manifestation of its nightmares. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends once the target completes a long rest during which it is not the target of this spell.

Cloak of Night

4th-level illusion (bard, warlock)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You cloak yourself in shifting magical shadows. While cloaked, you seem to phase in and out of existence, as the shadows cling to you. Any creature trying to attack you must first succeed on a Wisdom (Perception) check against your spell save DC. On a fail, all attacks made against you by this creature this turn automatically misses. On a success, all attacks made against you by this creature this turn are made at disadvantage. While in dim light or darkness, you are invisible while motionless.

Eldritch Invocations

You can use these new eldritch invocations to customize your warlock to your patron!

Dreamwalker

You can sense all sleeping creatures within 120 feet of you if their Intelligence is 3 or higher. You can enter their dreams at will, whether you are awake or asleep. However, any creature that does not want you in its dreams can expel you after 1 minute and is immune against your dreamwalking for 24 hours. While dreamwalking, you can create a shared dream for up to 10 willing creatures within 120 feet of you. These creatures can converse in a non-threatening environment of your choice as if they were awake. All affected creatures, including yourself, still benefit from the sleep as part of a long rest as normal.



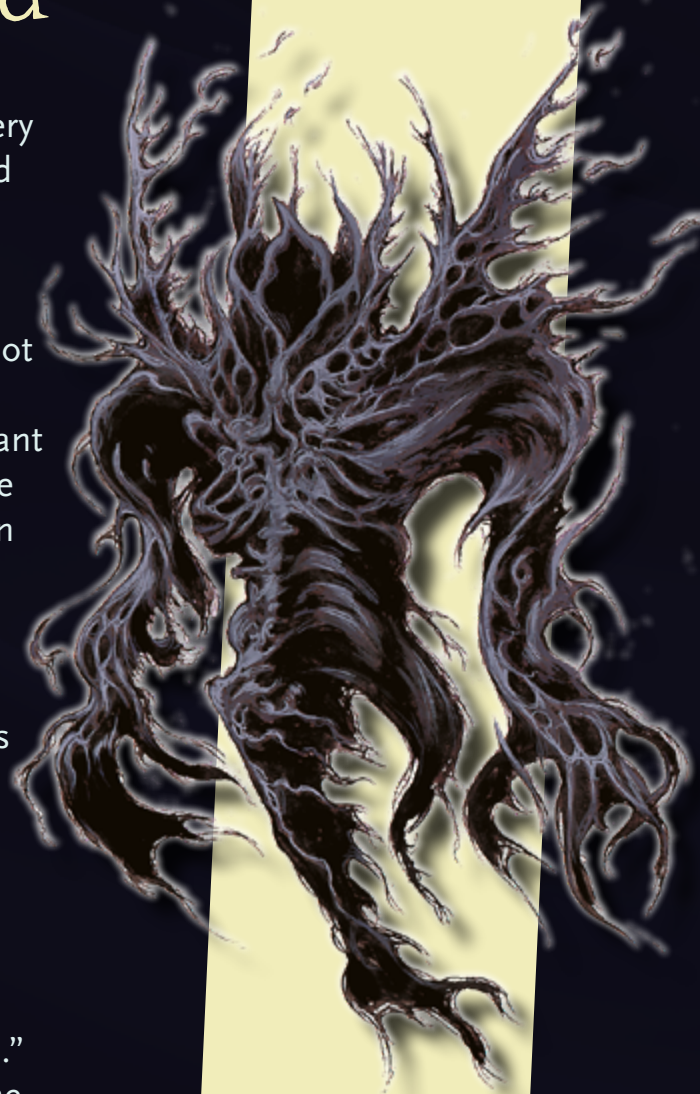
Monster Talk

You can communicate with any aberration, fey, fiend, monstrosity, ooze, and undead. It understands you and you understand it, whether you share the language each of you speaks or not. You can even communicate, through gestures and thoughts, with entities that do not have a language, to the degree their Intelligence allows.

Young Monster Under the Bed

The Monster Under the Bed that acts as the warlock's patron is a very powerful and ancient entity, fuelled by the nightmares and dreams of countless children over many centuries if not millennia. As the unfathomable entity it is, it does not have a stat block. However, every monster starts out small! If you want to drop another monster under the bed of your players, maybe even an off-spring of the warlock's patron, here is the stat block for it!

Eerie Myth. The monster under the bed is a myth that, eerily, exists in many cultures. From humans to halflings, dwarves to elves—all parents are familiar with their children crying for them at night or coming slinking to their beds, fearful little voices telling them about the “monster under the bed.” And all these parents also know the frustration of going to their kid's room, looking under the bed, and



finding... absolutely nothing! All that remains for them to do is to assure their child, with exasperation, that there is no monster there and they should just go back to bed.

Childhood Champion. What those parents do not know, what they have forgotten from their own childhoods, is that the monster under the bed is real. The monsters under the bed feeds off strong emotions in dreams—and those are plentiful in young children. They mean no harm, many of them would in fact prefer to be just as invisible to children as they are to adults, but they have no choice but to feed.

Fearsome Friend. Some children never get to see a monster under the bed, some never get along with the one that made its lair below their bed—but many ultimately come to some sort of arrangement with the monster under their bed, and some even develop a friendship with it! Those who do get more familiar with their monster can go on incredible journeys of imagination with it in their dreams.

Young Monster

Under the Bed

Medium aberration, any alignment

Armor Class 14 (shadow armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 14 (+2) 15 (+2) 11 (+0) 13 (+1) 16 (+3)

Proficiency Bonus +2

Skills Deception +5, Intimidation +7,

Insight +5

Senses darkvision 300 ft., passive

Perception 11

Languages Abyssal, Common, Infernal,

Telepathy 30 ft.

Challenge 4 (1,100 XP)

Aberrant Form. The monster under the bed can take any form it likes, as long as it is Medium in size and faintly grotesque. It can appear as a human, for example, but could not help but appear with wild purple hair, a single eye in the center of its forehead, and teeth as long as knives. Due to its shifting and occasionally hideous appearance, all attacks made against the monster under the bed have disadvantage while the attacker can see the monster under the bed and is within 10 feet of it.

Childhood Mirage. The monster under the bed can only be perceived by humanoid children aged 12 and under (or a race's equivalent of 12 years of age for human children), unless the monster initiates

targets an older creature with one of its abilities or attacks, except for Tap Emotions. If the monster does so, the target can perceive the monster for 1 minute; Tap Emotions does not reveal the monster to its target. While the monster is imperceptible to a creature, it cannot be targeted with any attacks, spells, or abilities. Anyone who ever saw a monster under the bed as a child forgets most concrete encounters over the course of 2d4 months after growing out of the specified age range and rationalizes any residual memories as their own imagination or a dream.

Innate Spellcasting. The monster under the bed's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components:

At will: *cause fear, dancing lights, detect thoughts, friends*

1/day each: *calm emotions, dream, dream of the blue veil, nightmare*

Actions

Tentacle Slap. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 +2) bludgeoning damage.

Tap Emotions. The monster under the bed targets one creature it can reach telepathically within 30 feet of it. The target must contest its Charisma (Deception) check against the monster under the bed's Wisdom (Insight) check. If the monster

under the bed wins, it magically learns the emotional state of the target. If the target's overall emotional state is positive, the monster under the bed can deepen that experience and give it 5 temporary hit points and 1d8 to add to one ability check or saving throw the target makes within the next 10 minutes. If the target's overall emotional state is negative, the monster under the bed can deepen that experience and poison it for 1 minute. In either event, the monster under the bed regains 2d8 hit points and has advantage on its next attack against the target. The monster under the bed can only affect one creature in this way. If it affects another creature, the effect on the previous creature ends immediately. A creature can choose to fail the saving throw against this ability.

Scare (Recharge 6). The monster under the bed targets one creature it can see within 30 feet of it. It rapidly changes its appearance to something hideous and scary. If the target can also see the monster under the bed, it must succeed on a DC 13 Wisdom saving throw or become frightened by it for 1 minute. It can repeat the saving throw at the end of each of its turns.

Cheer Up (Recharge 6). The monster under the bed targets one creature it can see within 30 feet of it. It rapidly changes its appearance to something ridiculous and cheerful. If the target can also see the creature, it can add 1d4 to all attack rolls and saving throws for 1 minute.

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