



# **THE** **DREAMSTALKER**

The spirit of one killed in their sleep  
comes back to feed upon the living.



# DREAMSTALKER

The world of the beyond is one that exists in torment and despair. Creatures stuck between their former lives and moving on to the afterlife often present themselves in horrifying ways, seeking to maintain their incorporeal lives through whatever means they can, only moving on once their unfinished business has been seen to and their body properly laid to rest. When a creature is killed in their sleep, and their corpse not properly laid to rest, often a Dreamstalker will rise from their soul and seek to feed on those that would sleep in their presence.

Fear can be a powerful motivator and instilling that fear in others seems to sustain these night walking spirits. They are most often found in older castles as political intrigue and betrayals have had enough time to amass there to bring forth at least one of these shades. Due to the reclusive nature of Dreamstalkers, it's often unapparent what is befalling the members of a household with such a creature in their midst. The residents often complain of darkened dreams for weeks

on end, pushing them to the brink of despair while not being able to get proper rest. The Dreamstalkers seem to delight in finding what is most horrifying to the living in their abodes and will spend time trying different approaches until they uniquely tailor their horrifying visions for each person in the house.

One telltale sign of a Dreamstalker's presence is the repeated vision of a white faces creature with elongated blackened eyes. While each Dreamstalker's mask is individual to the ghost, the black and white motif is common and speaks to the waking and sleeping worlds in which they inhabit. Ridding yourself of a Dreamstalker can often be a difficult task.

**Reclusive Terrorizers.** One of the most defining features of Dreamstalkers is their reclusive nature, preferring to stay hidden at all times and not making their presence known to those that they would torment. They are not especially effective in combat and adventurers that hunt them often have a hard time pinning them down for any period of time.

## DREAMSTALKER

## CREATURE 10

MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD UNHOLY

**Perception** +19

**Languages** Common

**Skills** Arcana +22, Intimidation +22, Stealth +25

**Str** -4, **Dex** +3, **Con** +3, **Int** +7, **Wis** +3, **Cha** +7

**AC** 27; **Fort** +16, **Ref** +19, **Will** +22

**HP** 173 (rejuvenation, void healing); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, spirit, or vitality; double resistance vs. non-magical)

**Rejuvenation** Laying the ghost's corpse to rest with a proper burial procedure allows the ghost to move on to the afterlife.

**Speed** fly 25 feet

**Melee** ♦ void touch +21 (agile, finesse, magical), **Damage** 2d10+11 void

**Occult Innate Spells** DC 29, attack +21 ; **5th** hallucination, wave of despair; **4th** nightmare, vision of death; **3rd** day's weight, impending doom, slow; **2nd** mirror image (×2); **1st** enfeeble (×2); **cantrips** (5th) daze, guidance, shield, void warp

**Frightful Moan** ♦ (auditory, divine, emotion, fear, mental) DC 29

**Mark of Terror** ♦♦ (emotion, fear, mental); **Frequency** Twice per day; **Effect** The Dreamstalker casts nightmare with special effects. On a failure or critical failure, the creature is also Frightened 2 then next time they see the Dreamstalker.

**Telekinetic Assault** ♦♦ (divine) 6d6 bludgeoning, DC 29



The Dreamstalkers prefer to flee when their health drops too low and will return to terrorize again once things have calmed down more.

**Tormented By Unrest.** Dreamstalkers are often the product of someone being killed in their sleep and due to this, their pain and torment of never knowing their killer drives them to the brink of madness. The delight they feel in tormenting others seems to be a salve to their own suffering. If you can find a way to lay their corpse to rest in a proper burial ceremony, Dreamstalker's will often move on to the afterlife in short order. Finding their corpse though, can often be a task of its own.

## TACTICS

Dreamstalkers are ambush predators and prefer not to engage in hand to hand combat whenever possible. They will flee when they reach lower health unless they are prevented from doing so. This can lead to drawn out battles.

- You should use the Dreamstalkers considerable stealth to its advantage, making sure to keep it away from the party and only engaging when it absolutely must. It will often stalk them though so feel free to implant visions of it around corners or out of the corner of their eyes.
- Void healing may be someone surprising to those that are newer to Pathfinder 2E's mechanics. Consider describing this in detail should they use void damage on the creature in the midst of a fight.
- The most powerful part of the Dreamstalker is its considerable list of spells. Use them early and often to create problems for adventures.
- Mark of terror is a very powerful implementation of the nightmare spell. Use this to torment the party.
- Frightful moan and Telekinetic assault and standard moves that can be found in the player core.

## SUGGESTED PAIRINGS

While they are solitary stalkers, it's rare for Dreamstalkers to be the only thing around that is dangerous.

- Consider placing them in already complex social encounters where the idea is to find what's ailing the royal family. The affliction may just be this spirit.
- Another option you could use to point people to the solution of burying the creature's corpse is to put other, more friendly ghosts around them that point to this solution. Otherwise it can lead to frustration.



## SLEEPWALKER

ITEM 12

INVESTED MENTAL MAGICAL

Price 1,650 gp

Usage worn mask; Bulk L

Pulled from the remains of a dream stalking spirit, this mask is constructed from an almost otherworldly white glass. A horrific visage has been carved from it to mimic a screaming face. An ornately constructed dreamcatcher sits atop the wig of tangled gray hair, resembling a halo of sorts, but looking far more sinister. Donning it briefly fills your head with disturbing images that quickly subside.

While invested in this mask, the horrific stylings of it grant you a +2 item bonus to intimidation checks made to demoralize creatures so long as they are not immune to fear.

**Activate** ♦ envision; **Frequency** Once per day;

**Effect** You target a creature that you can see within 90 feet of you and attempt to supernaturally stalk them. The creature must attempt a DC 29 Will saving throw, becoming stalked on a failure. The next time a stalked creature tries to sleep, you become aware of it and can choose to implant horrific visions in their dreams. The creature becomes fatigued when it awakes. The next time that creature sees you, it must attempt a DC 29 Will saving throw, becoming frightened 2 on a failure or frightened 3 and fleeing for one round on a critical failure.

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