

5E

AB
ABYSSAL BREWS



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

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 182 (28d8+56)

Speed 0 ft., 40 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	18 (+4)

Saving Throws DEX +8, CHA +8

Skills Intimidation +8, Stealth +8

Damage Resistances acid, fire, lightning, thunder, non-magical bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., Passive Perception 11

Languages any language it knew in life

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Ethereal Sight. The Dreamstalker can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Dreamstalker can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The Dreamstalker makes three Touch of Darkness attacks.

Touch of Darkness. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d12) necrotic damage.

Mark of Terror (2/Day). The Dreamstalker targets a creature that it can see within 120 feet of itself. The target must succeed on a DC 16 Charisma saving throw or be marked by the Dreamstalker. The next time a marked creature sleeps, the Dreamstalker becomes aware of it and can manipulate their dreams in horrifying ways. The target is unable to gain the benefits of a long rest that night. The mark is removed after the targets dreams are manipulated or with a remove curse spell.

Waking Nightmare. The Dreamstalker targets one creature that it can see within 60 feet of itself. The target must make a DC 16 Charisma saving throw, taking 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. In addition, the Dreamstalker regains 9 (2d8) hit points.

Innate Spellcasting. Dreamstalker's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Chill Touch, Mage Hand, Minor Illusion*

2/Day: *Fear, Ray of Enfeeblement, Sleep*

1/Day: *Misty Step*

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

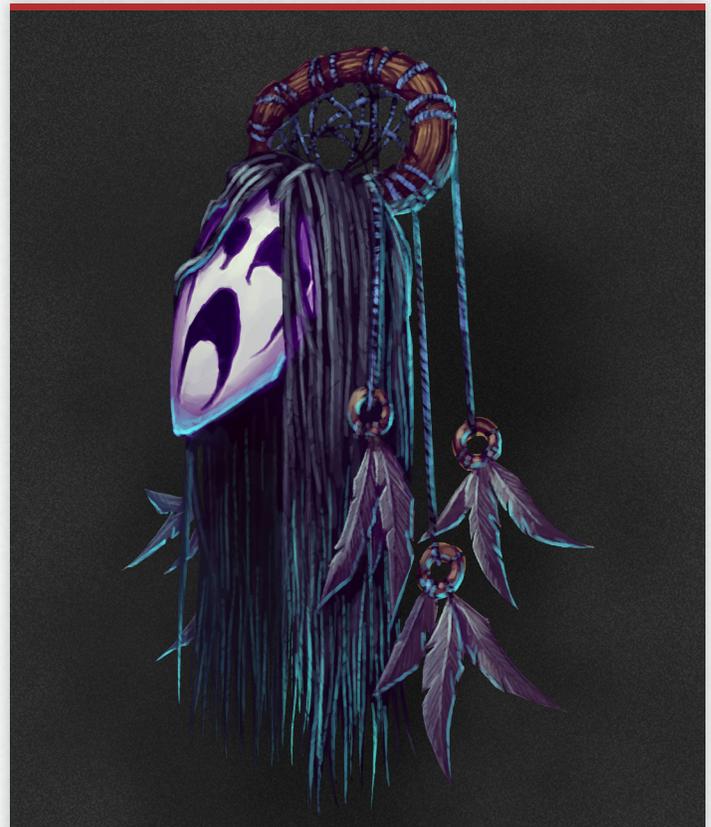
Dreamstalkers are ambush predators and prefer not to engage in hand to hand combat whenever possible. They will flee when they reach lower health unless they are prevented from doing so. This can lead to drawn out battles.

- 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.
- Touch of Darkness is a bread and butter melee. Use it to effect before having the Dreamstalker slip away.
- Mark of Terror is the most interesting part of the kit. This is the core of this creature. Make sure to use it to terrorize players and soften them up for more encounters.
- Waking Nightmare is a powerful damage dealing skill and also heals the Dreamstalker. Use this on non-charismatic characters to keep the Dreamstalker healthy.
- The Dreamstalker's innate spellcasting skills should mostly be used to allow it to escape combat.

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

Headwear, Very Rare (requires attunement)

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 you are attuned to this item, you can sleep normally, but cannot dream. The horrific stylings of this mask gives you a +2 bonus to intimidation checks while you wear it.

Once per day while you are attuned to this mask and wearing it, you can choose a creature that you can see within 120 feet of you to supernaturally stalk. That creature must succeed on a DC 18 Charisma saving throw or become stalked by you. The next time a stalked creature attempts to sleep, you become aware of it and can choose to manipulate their dreams, causing them to become terrifying to the creature and preventing them from gaining the benefits of a long rest. Creatures who have their dreams manipulated become immune to the effects of this mask for 24 hours.

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