## WHISPERING ECHO

*Small • Undead • Neutral Evil*



**Armor Class** 12
**Initiative** +4 (14)
**Hit Points** 24 (7d6)
**Speed** 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 15 (+2) | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) |

**Skills** Stealth +6
**Damage Vulnerabilties** thunder
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft. (unimpeded by magical darkness), passive Perception 10
**Languages** Common
**CR** 1 (XP 200; PB +2)

***Amorphous.*** The echo can move through a space as narrow as 1 inch wide without squeezing.

***Light Weakness.*** While in bright light, the echo has disadvantage on attack rolls, ability checks, and saving throws.

***Mimicking Ventriloquist.*** The echo can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check. Further, the echo can speak without moving its lips. When it does so, it can magically emit that sound from any point within 15 feet of it.

***Unusual Nature.*** The echo doesn't require air, food, drink, or sleep.

### ACTIONS

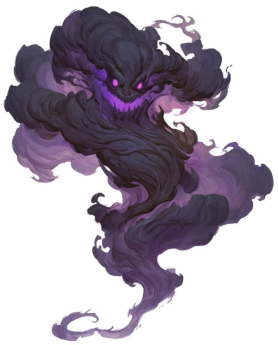
***Intrusive Thoughts.*** *Intelligence Saving Throw:* DC 12 (with disadvantage if the target is deafened or frightened), one creature within 30 feet of the echo. *Failure:* 10 (3d6) psychic damage and the target becomes unwilling to help, assist, or provide any beneficial actions to other creatures and it is no longer a willing target for effects or spells until the end of its next turn. *Success:* Half damage.

***Haunting Whispers (Recharges after a Rest).*** *Charisma Saving Throw:* DC 12, one unconscious creature within 5 feet of the echo. *Failure:* The target becomes cursed. When the target finsish a long rest while cursed, it takes 3 (1d6) psychic damage. This damage increases by 1d6 each time this effect triggers, up to a maximum of 4d6.

### BONUS ACTIONS

***Curse of Paranoia (2/Day).*** *Wisdom Saving Throw:* DC 12, one creature within 30 feet that the echo can see. *Failure:* The target becomes cursed for 1 minute. During the duration, the target has disadvantage on ability checks and attack rolls while an allied creature is within 5 feet of it.

## WHISPERING ECHO — WEAKER



**Armor Class** 11
**Initiative** +3 (13)
**Hit Points** 7 (2d6)
**Speed** 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 13 (+1) | 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) |

**Skills** Stealth +5
**Damage Vulnerabilties** thunder
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft. (unimpeded by magical darkness), passive Perception 10
**Languages** Common
**CR** 1/8 (XP 25; PB +2)

***Amorphous.*** The echo can move through a space as narrow as 1 inch wide without squeezing.

***Light Weakness.*** While in bright light, the echo has disadvantage on attack rolls, ability checks, and saving throws.

***Mimicking Ventriloquist.*** The echo can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check. Further, the echo can speak without moving its lips. When it does so, it can magically emit that sound from any point within 15 feet of it.

***Unusual Nature.*** The echo doesn't require air, food, drink, or sleep.

### ACTIONS

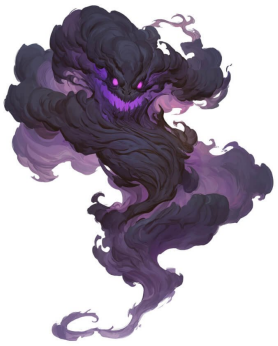
***Intrusive Thoughts.*** *Intelligence Saving Throw:* DC 11 (with disadvantage if the target is deafened or frightened), one creature within 30 feet of the echo. *Failure:* 3 (1d6) psychic damage and the target becomes unwilling to help, assist, or provide any beneficial actions to other creatures and it is no longer a willing target for effects or spells until the end of its next turn. *Success:* Half damage.

***Haunting Whispers (Recharges after a Rest).*** *Charisma Saving Throw:* DC 11, one unconscious creature within 5 feet of the echo. *Failure:* The target becomes cursed. When the target finsish a long rest while cursed, it takes 2 (1d4) psychic damage. This damage increases by 1d6 each time this effect triggers, up to a maximum of 3d4.

### BONUS ACTIONS

***Curse of Paranoia (1/Day).*** *Wisdom Saving Throw:* DC 11, one creature within 30 feet that the echo can see. *Failure:* The target becomes cursed for 1 minute. During the duration, the target has disadvantage on ability checks and attack rolls while an allied creature is within 5 feet of it.

## WHISPERING ECHO — STRONGER



**Armor Class** 13 **Initiative** +5 (15)
**Hit Points** 66 (12d6 + 24)
**Speed** 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 17 (+3) | 14 (+2) | 10 (+0) | 12 (+1) | 16 (+3) |

**Skills** Stealth +7
**Damage Vulnerabilties** thunder
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft. (unimpeded by magical darkness), passive Perception 11
**Languages** Common
**CR** 4 (XP 1,100; PB +2)

***Amorphous.*** The echo can move through a space as narrow as 1 inch wide without squeezing.

***Light Weakness.*** While in bright light, the echo has disadvantage on attack rolls, ability checks, and saving throws.

***Mimicking Ventriloquist.*** The echo can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check. Further, the echo can speak without moving its lips. When it does so, it can magically emit that sound from any point within 15 feet of it.

***Unusual Nature.*** The echo doesn't require air, food, drink, or sleep.

### ACTIONS

***Intrusive Thoughts.*** *Intelligence Saving Throw:* DC 13 (with disadvantage if the target is deafened or frightened), one creature within 30 feet of the echo. *Failure:* 22 (4d10) psychic damage and the target becomes unwilling to help, assist, or provide any beneficial actions to other creatures and it is no longer a willing target for effects or spells until the end of its next turn. *Success:* Half damage.

***Haunting Whispers (Recharges after a Rest).*** *Charisma Saving Throw:* DC 13, one unconscious creature within 5 feet of the echo. *Failure:* The target becomes cursed. When the target finsish a long rest while cursed, it takes 3 (1d6) psychic damage. This damage increases by 1d6 each time this effect triggers, up to a maximum of 6d6.

### BONUS ACTIONS

***Curse of Paranoia (3/Day).*** *Wisdom Saving Throw:* DC 13, one creature within 30 feet that the echo can see. *Failure:* The target becomes cursed for 1 minute. During the duration, the target has disadvantage on ability checks and attack rolls while an allied creature is within 5 feet of it.