WEEPING ECHO

Small • Undead • Neutral



Armor Class 12
Initiative +5 (15)
Hit Points 78 (12d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills Stealth +4
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 10
Languages Common
CR 7 (XP 2,900; PB +3)

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

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

ACTIONS

Intrusive Thoughts. *Intelligence Saving Throw:* DC 14 (with disadvantage if the target is deafened or frightened), one creature within 30 feet of the echo. *Failure:* 27 (5d10) psychic damage and the target can't take reactions until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Weeping Dispair. *Wisdom Saving Throw:* DC 14, one creature within 30 feet of the echo that can hear it. *Failure:* The target becomes charmed for 1 minute. While charmed, it must drop what it is holding, use its turns to move to the echo on the most direct route, and grapple it for a protective hug. The target uses its action on subsequent turns to console the echo. A creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. While the target grapples the echo, the echo gains three-quarter cover and halves the damage it takes (round down), and the target takes the same amount of damage. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Hopeless As Fortold. *Trigger:* A creature within 60 feet of the echo sees an allied creature drop to 0 hit points. *Response - Wisdom Saving Throw:* DC 14. *Failure:* The target becomes incapacitated until the end of its next turn.

WEEPING ECHO — WEAKER



Armor Class 11
Initiative +3 (13)
Hit Points 49 (9d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Skills Stealth +2
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 10
Languages Common
CR 4 (XP 1,100; PB +2)

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

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:* 18 (4d8) psychic damage and the target can't take reactions until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Weeping Dispair. *Wisdom Saving Throw:* DC 12, one creature within 30 feet of the echo that can hear it. *Failure:* The target becomes charmed for 1 minute. While charmed, it must drop what it is holding, use its turns to move to the echo on the most direct route, and grapple it for a protective hug. The target uses its action on subsequent turns to console the echo. A creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. While the target grapples the echo, the echo gains three-quarter cover and halves the damage it takes (round down), and the target takes the same amount of damage. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Hopeless As Fortold. *Trigger:* A creature within 60 feet of the echo sees an allied creature drop to 0 hit points. *Response - Wisdom Saving Throw:* DC 12. *Failure:* The target becomes incapacitated until the end of its next turn.

WEEPING ECHO — STRONGER



Armor Class 13
Initiative +7 (17)
Hit Points 112 (15d6 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	18 (+4)

Skills Stealth +6
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 10
Languages Common
CR 10 (XP 5,900; PB +4)

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

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

ACTIONS

Intrusive Thoughts. *Intelligence Saving Throw:* DC 16 (with disadvantage if the target is deafened or frightened), one creature within 30 feet of the echo. *Failure:* 38 (7d10) psychic damage and the target can't take reactions until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Weeping Dispair. *Wisdom Saving Throw:* DC 16, one creature within 30 feet of the echo that can hear it. *Failure:* The target becomes charmed for 1 minute. While charmed, it must drop what it is holding, use its turns to move to the echo on the most direct route, and grapple it for a protective hug. The target uses its action on subsequent turns to console the echo. A creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. While the target grapples the echo, the echo gains three-quarter cover and halves the damage it takes (round down), and the target takes the same amount of damage. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Hopeless As Fortold. *Trigger:* A creature within 60 feet of the echo sees an allied creature drop to 0 hit points. *Response - Wisdom Saving Throw:* DC 16. *Failure:* The target becomes incapacitated until the end of its next turn.