HOWLING ECHO

Medium • Undead • Neutral Evil



Armor Class 16
Initiative +8 (18)
Hit Points 170 (20d8 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Skills Perception +8
Damage Resistances psychic
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 18
Languages Common
CR 13 (XP 10,000; PB +5)

Aura of Violence. While in a 20-foot emanation originating from the echo, each creature must always use their reaction to make opportunity attacks when a creature provokes one. A creature provokes opportunity attacks from other creatures when it leaves their reach, regardless of whether those creatures are allied or hostile to it.

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

Pure Hatred. Whenever another creature deals damage to the echo, each creature affected by the echo's Intrusive Thoughts gains advantage on attack rolls until the end of its next turn.

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

ACTIONS

Multiattack. The echo makes two Hateful Strike attacks.

Hateful Strike. *Melee Weapon Attack:* +9, range 5 ft. *Hit:* 17 (3d8 + 4) slashing damage plus 11 (2d10) necrotic damage. If the target is a creature, it must must try to deal damage to another creature on its next turn.

BONUS ACTIONS

Intrusive Thoughts (Recharge 4-6). *Intelligence Saving Throw:* DC 17 (with disadvantage if the target is deafened or frightened), each creature in a 60-foot emanation originating from the echo. *Failure:* 7 (2d6) psychic damage and the target can't distinquish between friend and foe anymore, considering all creatures as its foes. This effect lasts until the end of the target's next turn. *Success:* Half damage.

REACTIONS

Unbridled Fury. *Trigger:* A creature within 5 feet of the echo deals damage to it. *Response:* The echo makes one Hateful Strike against the attacker.

HOWLING ECHO — WEAKER



Armor Class 15
Initiative +6 (16)
Hit Points 120 (16d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Skills Perception +6
Damage Resistances psychic
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 16
Languages Common
CR 10 (XP 5,900; PB +4)

Aura of Violence. While in a 20-foot emanation originating from the echo, each creature must always use their reaction to make opportunity attacks when a creature provokes one. A creature provokes opportunity attacks from other creatures when it leaves their reach, regardless of whether those creatures are allied or hostile to it.

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

Pure Hatred. Whenever another creature deals damage to the echo, each creature affected by the echo's Intrusive Thoughts gains advantage on attack rolls until the end of its next turn.

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

ACTIONS

Multiattack. The echo makes two Hateful Strike attacks.

Hateful Strike. *Melee Weapon Attack:* +7, range 5 ft. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must must try to deal damage to another creature on its next turn.

BONUS ACTIONS

Intrusive Thoughts (Recharge 5-6). *Intelligence Saving Throw:* DC 15 (with disadvantage if the target is deafened or frightened), each creature in a 60-foot emanation originating from the echo. *Failure:* 3 (1d6) psychic damage and the target can't distinquish between friend and foe anymore, considering all creatures as its foes. This effect lasts until the end of the target's next turn.

REACTIONS

Unbridled Fury. *Trigger:* A creature within 5 feet of the echo deals damage to it. *Response:* The echo makes one Hateful Strike against the attacker.

HOWLING ECHO — STRONGER



Armor Class 17
Initiative +9 (19)
Hit Points 218 (23d8 + 115)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Skills Perception +9
Damage Resistances psychic
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 19
Languages Common
CR 16 (XP 15,000; PB +5)

Aura of Violence. While in a 30-foot emanation originating from the echo, each creature must always use their reaction to make opportunity attacks when a creature provokes one. A creature provokes opportunity attacks from other creatures when it leaves their reach, regardless of whether those creatures are allied or hostile to it.

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

Pure Hatred. Whenever another creature deals damage to the echo, each creature affected by the echo's Intrusive Thoughts gains advantage on attack rolls until the end of its next turn.

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

ACTIONS

Multiattack. The echo makes two Hateful Strike attacks.

Hateful Strike. *Melee Weapon Attack:* +10, range 5 ft. *Hit:* 27 (4d8 + 5) slashing damage plus 13 (2d12) necrotic damage. If the target is a creature, it must must try to deal damage to another creature on its next turn.

BONUS ACTIONS

Intrusive Thoughts (Recharge 4-6). *Intelligence Saving Throw:* DC 18 (with disadvantage if the target is deafened or frightened), each creature in a 60-foot emanation originating from the echo. *Failure:* 10 (3d6) psychic damage and the target can't distinquish between friend and foe anymore, considering all creatures as its foes. This effect lasts until the end of the target's next turn. *Success:* Half damage.

REACTIONS

Unbridled Fury. *Trigger:* A creature within 5 feet of the echo deals damage to it. *Response:* The echo makes one Hateful Strike against the attacker.