

TWINKLEWHISKER

Tiny • Fey • Chaotic Neutral

Armor Class 13

Initiative +3 (13)

Hit Points 10 (4d4)

Speed 40 ft., climb 30 ft.



STR

DEX

CON

INT

WIS

CHA

3 (-4)

17 (+3)

10 (+0)

6 (-2)

14 (+2)

10 (+0)

Saving Throws Dex +5

Skills Perception +6, Stealth +7

Senses darkvision 60 ft., passive Perception 16

Languages understands Sylvan but can't speak

CR 1/4 (XP 50; PB +2)

Otherworldly Perception. The twinkewhisiker can sense the presence of any creature within 10 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Familiar. The twinkewhisiker can serve another creature as a familiar.

ACTIONS

Claws. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) slashing damage and becomes affected by the *faerie fire* spell until the end of its next round.

TWINKLEWHISKER — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft.



STR

DEX

CON

INT

WIS

CHA

3 (-4)

15 (+2)

10 (+0)

6 (-2)

13 (+1)

10 (+0)

Saving Throws Dex +4

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages understands Sylvan but can't speak

CR 1/8 (XP 25; PB +2)

Otherworldly Perception. The twinkewhisiker can sense the presence of any creature within 10 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Familiar. The twinkewhisiker can serve another creature as a familiar.

ACTIONS

Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) slashing damage and becomes affected by the *faerie fire* spell until the end of its next round.

BONUS ACTIONS

Ethereal Jaunt. The twinkewhisiker teleports from the Material Plane to the Ethereal Plane or vice versa.

Tail Flame. The twinkewhisiker sheds or stops shedding bright light in a 5-foot radius and dim light for an additional 5 feet.

BONUS ACTIONS

Ethereal Jaunt. The twinkewhisiker teleports from the Material Plane to the Ethereal Plane or vice versa.

Tail Flame. The twinkewhisiker sheds or stops shedding bright light in a 5-foot radius and dim light for an additional 5 feet.

TWINKLEWHISKER — STRONGER

Armor Class 14

Initiative +4 (14)

Hit Points 15 (5d4 + 5)

Speed 40 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +5

Skills Perception +6, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages understands Sylvan but can't speak

CR 1/2 (XP 100; PB +2)

Otherworldly Perception. The twinkewhisiker can sense the presence of any creature within 10 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Familiar. The twinkewhisiker can serve another creature as a familiar.

ACTIONS

Claws. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage and becomes affected by the *faerie fire* spell until the end of its next round.

BONUS ACTIONS

Ethereal Jaunt. The twinkewhisiker teleports from the Material Plane to the Ethereal Plane or vice versa.

Tail Flame. The twinkewhisiker sheds or stops shedding bright light in a 5-foot radius and dim light for an additional 5 feet.