

GOODNIGHT, SLEEP TIGHT...

Dreamwhisper

NEW MONSTER STATS FOR
DUNGEONS & DRAGONS 5e

As the night settles in and the moon begins to rise, beware of the Dreamwhisper. With the grace of a breeze and the cunning of a fox, the Dreamwhisper can slip into the deepest recesses of your mind, traversing the ethereal landscapes of your dreams. Its ears twitching in anticipation, the creature sifts through your most intimate thoughts and desires, revealing secrets long-buried and fears long-forgotten. No dream is safe from its intrusion, and no mind is immune to its probing presence.

SMALL FEY, CHAOTIC NEUTRAL

Armour Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	15 (+2)

Skills Insight +4, Perception +4, Stealth +4

Damage Resistances Slashing from Nonmagical Attacks that aren't Silvered

Senses Blindsight 120 ft., Passive Perception 14

Challenge 1 (200 XP)

BACKGROUND

No one knows for sure where the Dreamwhisper came from or why it possesses such a unique ability. Some say it was born from the dreams of mortals, while others claim it was created by powerful fey lords and ladies to serve as spies and information gatherers. Regardless of its origins, the Dreamwhisper is a creature to be feared, as it can turn even the most trusted ally into a pawn for its own purposes.

Once the Dreamwhisper has extracted its victim's secrets, it uses them to breed conflict and chaos, whether by manipulating thoughts or leaving carefully-crafted notes in places where they are sure to be discovered. Its powers of deception and manipulation are unparalleled, and those who fall under its influence may find themselves acting in ways they never thought possible.

Possible Plot Hooks: The Dreamwhisper can be used as a tool for villainous fey lords or ladies to manipulate their enemies and create chaos. They can also be used by a group of adventurers to uncover secrets or gain information about their enemies.

Additional Information: Dreamwhispers may have difficulty serving as long-term spies due to their innate dislike of authority and tendency to become distracted or bored with a single task. It is possible that they may need to be reined in or managed carefully by their employers in order to prevent them from causing more harm than good.

Combat: Dreamwhispers are not particularly skilled in direct combat and will do everything in their power to avoid it. They rely on their mastery of magic to aid their escape, often casting spells such as minor illusion, sleep, and fog cloud to obscure their presence and create confusion among their pursuers. If forced to fight, Dreamstalkers will prioritise staying alive over dealing damage, often resorting to hit-and-run tactics to whittle down their opponents over time.

CUNNING AND
ELUSIVE



Echolocation: The Dreamwhisper can't use its blindsight while deafened.

Keen Hearing: The Dreamwhisper has advantage on Wisdom (Perception) checks that rely on hearing.

Lightweight: The Dreamwhisper never knowingly drinks alcohol. If it does, it takes 3 (1d6) necrotic damage for every 1oz it drinks.

ACTIONS

Multiattack: The Dreamwhisper makes two attacks with its Claws.

Claws: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage

Dreamsneak (3/day): The Dreamwhisper attempts to invade the dream of an unconscious creature within 10 feet of it. When it does, the Dreamwhisper must succeed on a Wisdom check against the creature's Wisdom ability score. On a successful save, the Dreamwhisper enters the creature's dream and learns one secret the creature has. On a failed check, the creature's dreams and mind are closed to the Dreamwhisper for 24 hours. The Dreamwhisper remains in the dream until it uses an action to leave, or the creature wakes up.

Spellcasting: The Dreamwhisper casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

- ◆ *At will:* detect thoughts, druid-craft, minor illusion
- ◆ *2/day each:* faerie fire, fog cloud, sleep
- ◆ *1/day:* dream, zone of truth

Lair: Dreamwhispers can be found lurking in the shadows of bedrooms and attics, and are drawn to the young and innocent as they are a treasure trove of secrets, often possessing the most vulnerable secrets once convinced of their 'friendship'. In some cases, these dwellings are abandoned and taken over by the Dreamwhisper, while in others, the creature may reside in the closet or under the bed. Their lairs are cluttered with scraps of paper and journals, where they meticulously record the secrets they have gathered.