

MONSTER MASH #1 - BEHOLDER PREDATOR

This document contains the lore and statistics of the Shimmywanga, a homebrew monster inspired as a predator for the classic monster, the Beholder. It was created by **Fantasy Labs**, a 5th Edition *Dungeons & Dragons* workshop from [DnDTime on Twitch.TV](#). Catch us live, Sundays at 6 PM Pacific Standard Time.

SHIMMYWANGA

Shimmywanga have the appearance of slender, winged mandrill which walk upright on two legs. A Shimmywanga's wings are a shimmering tapestry, woven from the essence of the dreams they have stolen and worn about their shoulders like a mantle. These mantles are of near incomprehensible beauty and bewilder those who look upon them.

A Tapestry of Dreams. Shimmywanga once resided in the Feywild where they roamed, stealing the dreams of peaceful fey and leaving nightmares in their wake. In time, the Shimmywanga grew bolder, and stole the dreams of a powerful archfey. Furious at the dreamstealer's meddling, the archfey devised a trap, dreaming of themselves dreaming the

grandest dream. Tricked by the archfey, the Shimmywanga entered the realm of dreams to poach the grandest dream, and the archfey dreamt that they might never leave; The Shimmywanga were banished from the Feywild forever, their obsession becoming their eternal prison.

Desperate Manipulators. Each Shimmywanga yearns to once again take physical form, and will say anything to achieve that end. They seek to infiltrate the dreams of powerful creatures and spellcasters and convince them that the Shimmywanga's freedom will ultimately help them achieve their own goals. However Shimmywanga know no loyalty. One that secures its freedom will, at best, forget the promises it made to do so, or at worst, steal the dreams of their unwitting savior for their mantle.

Beholder's Nightmare. Beholderkin are among the few creatures capable of manifesting their dreams into reality, and as such are often preyed upon by Shimmywanga. A Shimmywanga darkens the dreams of a beholder, preying upon its paranoia and driving it madder and madder until the beholder has no choice but to expunge the Shimmywanga from its dreams and into the material world.

SHIMMYWANGA

Medium fey, chaotic evil

Armor Class 17 (natural armor)
Hit Points 157 (21d8 + 63)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +6, Int +7, Wis +5
Skills Athletics +9, Deception +8, Insight +5
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 10
Languages Common, Deep Speech, Sylvan, telepathy 30 ft.
Challenge 14 (11,500 XP)

Dazzling Mantle. If a creature starts its turn within 30 feet of the shimmywanga and can see it, the shimmywanga can force it to make a DC 16 Wisdom saving throw if the shimmywanga isn't incapacitated. On a failed save, the creature is stunned until the end of its next turn.
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the shimmywanga until the start of its next turn, when it can avert its eyes again. If it looks at the shimmywanga in the meantime, it must immediately make the save.

Dreamstalker. The Shimmywanga knows the location of any sleeping creature within 1 mile of itself, or a creature under the effects of its Enter Dreams. Those creatures are considered known to the shimmywanga for the purposes of the dream spell.

Innate Spellcasting. The shimmywanga's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *comprehend languages*, *detect thoughts*, *enthrall*
3/day each: *blink*, *dream*
1/day each: *etherealness*

Magic Resistance. The shimmywanga has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The shimmywanga makes two attacks, one using its bite and one using its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 21 (6d6) psychic damage.

Enter Dreams. As an action, the shimmywanga can enter into a Charisma contest with a creature it can see within 5 feet of it. If the shimmywanga wins the contest, it disappears, sequestering itself within that creature's dreams. While sequestered in this way, the shimmywanga can see and hear using the senses of the creature in whose dreams they are sequestered.
While sequestered the Shimmywanga can take no actions other than to use this feature again, end this effect as a bonus action, or cast the dream spell.
This effect lasts until the creature is killed, until the shimmywanga ends it as a bonus action, or until the shimmywanga is forced out by an effect like the dispel evil and good spell. When this effect ends, the shimmywanga reappears in an unoccupied space within 5 feet of the affected creature. The target is immune to this shimmywanga's Enter Dreams for 24 hours after succeeding on the saving throw or after the effect ends.