

The Whisperer

“They don’t fight like the others. They make you come to them.”

The **Whisperer** is one of the rarest named forms of [Blightborn](#). It is known less for brute force than for deception. Travelers report hearing familiar voices from empty houses, fog-shrouded roads, collapsed ruins, and places where no living speaker could reasonably be waiting.



Appearance

A Whisperer can resemble an ordinary corpse at first glance. Its body is often comparatively intact, but the throat, jaw, and upper chest tend to show the most severe distortion. Muscles around the mouth and neck pull in ways that no living anatomy should permit, and speech may continue even when the rest of the body appears motionless.

Witnesses disagree about whether every Whisperer looks the same from moment to moment. Some accounts describe dead faces seeming briefly alive, familiar, or simply different from what was seen seconds earlier. Others describe the creature vanishing from sight altogether before

reappearing nearby. These reports are difficult to verify, but they are common enough to be taken seriously.

Mimicry

Whisperers imitate human voices with disturbing accuracy. The voice may belong to someone the creature knew in life, someone it recently heard, or a person familiar to the listener. Calls for help are common. So are names, private phrases, crying, coughing, and the sound of an injured traveler trying not to be heard.

That has changed mundane habits as much as battlefield tactics. In places where Whisperers are known, hearing a friend call from the next room is no longer always enough reason to open the door.

The deception is not limited to a single voice. Survivors have reported sounds coming from the wrong direction, voices seeming to move through a building, and a single Whisperer creating the impression that several people are nearby.

This behavior has made verbal confirmation unreliable in badly [Blighted](#) areas. Guards and travelers increasingly rely on passwords, sightlines, or physical confirmation before approaching an unseen caller.

Behavior

Whisperers are patient. They tend to remain concealed until curiosity, concern, or confusion has separated a victim from safer ground. Once discovered, they can be unexpectedly dangerous at close range and are capable of inflicting sudden sickness and disorientation.

Unlike [Shamblers](#), Whisperers do not appear to wander aimlessly. Their behavior suggests observation, concealment, and deliberate selection of places where voices will carry: ruined homes, wells, alleys, tree lines, flooded structures, and fog-heavy roads.

Because confirmed encounters are uncommon, much of what is known about them comes from survivors whose accounts are necessarily incomplete.

Field Knowledge

A familiar voice in an empty place is treated as a warning rather than reassurance in regions where Whisperers have been reported. Open sightlines, paired movement, and prearranged call-and-

response phrases are common precautions.

The creature's rarity has also produced exaggeration. Not every unexplained voice in the fog is a Whisperer, and frightened travelers have killed living people after assuming otherwise.

See Also

- [Rotmire Blight](#)
 - [The Shambler](#)
 - [Faulmoor](#)
-

Revision #17

Created 2025-02-28 13:41:15 UTC by Sean Green

Updated 2026-10-04 22:06:15 UTC by Wiki Bot