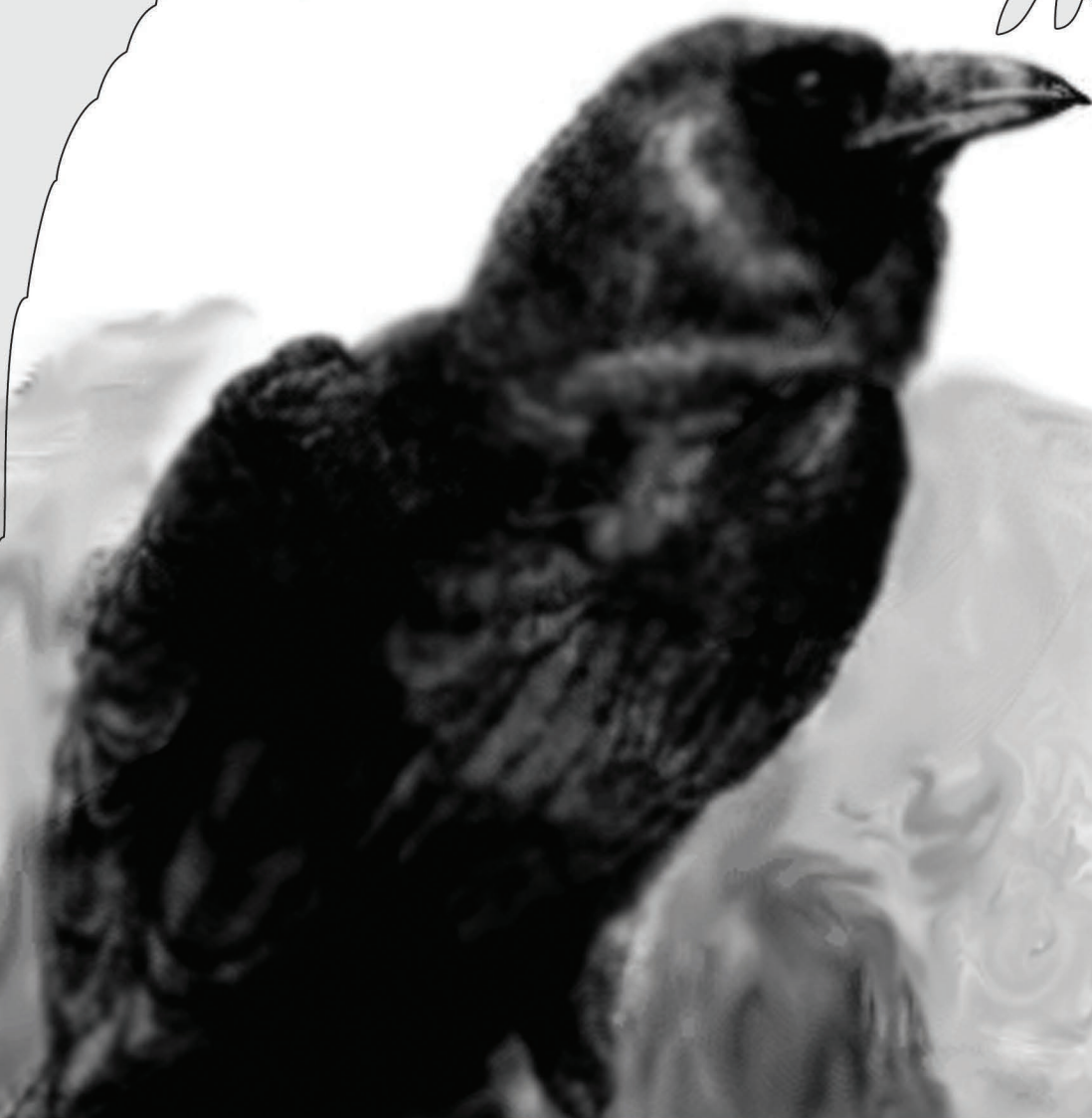


Haunting Trio

three 4e monsters spawned from nightmares



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ESCAPE VELOCITY
GAMING

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three 4e monsters spawned from nightmares

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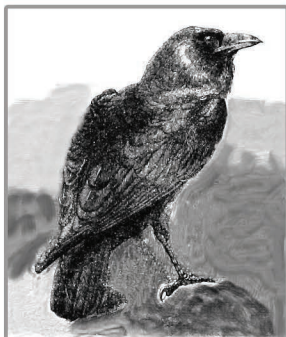
Lvl 7 Elite **Dreamdweller Raven** **Pages 1-2**

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“If a man harbors any sort of fear,
it percolates through all his thinking,
damages his personality,
makes him landlord to a ghost”

~ **Lloyd C. Douglas**



The dreamdweller raven exists in multiple realms at once. It calls the Shadowfell, the Far Realm, the Feywild, and many other worlds home simultaneously. It is this uncanny existence that gives the dreamdweller raven its unusual and frightening powers.

Tiny shadow (see *multi-planar existence*) magical beast

XP 600

HP 124; Bloodied 62

AC 20, Fortitude 20, Reflex 22, Will 23

Speed 4, fly 8 (hover); see also *attack on the wing*

Immune charm, fear, illusions

Saving Throws +2; Action Points 1

Initiative +10

Perception +12

Darkvision

Truesight 10

Traits

◦ **Aura of Distortion * Aura 7**

Everything around the dreamdweller raven seems slightly odd and twisted, skewing perceptions. All non-shadow origin creatures in this aura make ranged attacks at a -2 penalty and make all perception checks at -4.

Multi-planar Existence

The dreamdweller raven's origin is always considered to be whatever is the most advantageous to it at the time.

Standard Actions

⊕ **Eye-gouging Beak * At-Will**

Attack: Melee 0 (one creature); +12 vs. AC

Hit: 2d6 + 5 damage (crit 2d6 + 11 and target is blinded {save ends})

↔ **Nightmarish Visions (psychic, fear)* Recharge 4**

Attack: Close burst 5 (enemies in burst); +10 vs. Will

Hit: 2d8 + 5 psychic damage, and the target is dazed (save ends or taking 13 psychic damage as an immediate reaction to this attack ends the dazed effect as well)

Miss: 1d8 + 5 psychic damage

‡ **Attack on the Wing * At-Will**

The raven shifts half its speed and makes a melee basic attack at any point during the move.

Minor Actions

Veil of Dreams * Encounter

Until the end of the raven's next turn it gains concealment and **resist 5** all

Skills Stealth +11

Str 5 (+0)

Dex 16 (+6)

Wis 19 (+7)

Con 14 (+5)

Int 17 (+6)

Cha 18 (+7)

Alignment evil

Languages Common



Dreamdweller Raven Tactics

The dreamdweller raven will negotiate and talk with those it does not perceive as immediate threats if the mood suits it. Otherwise, interlopers into its territory can expect a quick blast of *nightmarish visions*. If the raven is forced into a slugfest with a powerful striker or defender type it uses *veil of dreams* to reduce the damage it is absorbing. The dreamdweller is a dexterous and able combatant using its *attack on the wing* ability to whittle foes down.

One of the least understood abilities of the dreamdweller raven is its *multi-planar existence*. This trait allows the raven to ignore any damaging consequence based on origin. If a wizard banishes all creatures in the area with the 'shadow' origin the raven can consider its origin to be 'fey'. If a fighter has a sword that does extra damage to any creature with the 'aberrant' origin the raven can consider its origin to be 'natural'. This trait requires no action on the part of the raven and is always in effect even if the raven is unconscious or dominated.

Dreamdweller Raven Lore

A character knows the following with a successful Arcana check.

DC 13: A dreamdweller raven is quick and stealthy. It can speak but is thoroughly evil and malicious so diplomatic efforts normally fail unless they benefit the raven. The raven can create the worst of nightmares in its victims' minds and can bend the illusions of the dream realms to help it hide.

DC 18: A dreamdweller raven leads a bizarre existence of living on all planes simultaneously and can tap into the power of these varied worlds to help it avoid attack. Its ability to see from the perspective of multiple planes makes it impossible to fool with illusions and the dreamdweller raven can see invisible creatures with ease.

The Feathered Nightmare

Yes I've encountered the dreamdweller raven. Just once I had to draw my blade versus one of those feathered nightmares, thank the gods. Sit down. I'll tell ya more.

The creature looks like a normal raven - a simple black bird. It's the area around the raven that never appears quite right. I don't really know how to describe it. It's as if distances morph and the sky has an eerie glow. Trees and creeks that once looked familiar seem strange and just... wrong. The dreamdweller raven carries you off to its dream world or whatever you care to call it. I call it a living hell.

Fighting one of these winged rats seems like it wouldn't be that terrifying but the raven seems to know your deepest fears and reveals them to you in your own mind... one agonizing vision after another. Facing a dreamdweller raven? It's a nightmare from which you either wake up or perish.

- Reved Northcrest, Explorer

Level 7 Encounter (XP 1,450)

- * 2 dreamdweller ravens (level 7 elite lurker)
- * 1 shadow hound (level 6 skirmisher)

Level 10 Encounter (XP 2,600)

- * 3 dreamdweller ravens (level 7 elite lurker)
- * 2 spectral panthers (level 9 lurker)





The demented wight appears as a nearly normal albeit wild-haired old man. Once one meets its gaze its undead nature becomes apparent. Its eyes are black with white pupils; its skin is a sickly pallid white and stretched taut over its emaciated frame. A more frightening being is difficult to imagine.

Medium natural humanoid (undead)

XP 1600

HP 264; **Bloodied** 132

AC 27, **Fortitude** 26, **Reflex** 25, **Will** 28

Speed 6

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2; **Action Points** 1

Initiative +10

Perception +9

Darkvision

Standard Actions

⬇️ **Touch of Soul draining** (necrotic) * **At-Will**

Attack: Melee 1 (one creature); +18 vs. AC

Hit: 1d10 + 6 necrotic damage, and the target is weakened (save ends) and loses 1 healing surge.

↔️ **Horrific Gaze** (fear, gaze) * **At-Will**

Attack: Close blast 5 (non-blind creatures in blast); +17 vs. Will

Hit: 1d10 + 6 damage and the target is pushed 5 squares and is knocked prone.

Move Actions

Chaotic Scramble * **Recharge** when first bloodied

The demented wight shifts its speed and any creatures that are adjacent to the wight at any point during this shift are pushed 1 square.

Minor Actions

↔️ **Chant of Insanity** (thunder) * **Encounter**

Attack: Close burst 5 (non-deafened creatures in burst); +17 vs. Will

Hit: 4d8 + 6 thunder damage and the target is dazed until the end of the wight's next turn.

Skills Intimidate +17

Str 16 (+9)

Dex 18 (+10)

Wis 16 (+9)

Con 20 (+11)

Int 18 (+10)

Cha 22 (+12)

Alignment evil

Languages Common

Demented Wight Tactics

The demented wight enjoys the challenge of battle and seems to delight in displaying combat prowess. This crazed-looking undead normally starts combat with its *chant of insanity* and then pursues a chosen foe. The creature only uses *chaotic scramble* as a last resort when it feels the tide of battle has turned. Otherwise, the wight stands its ground using *touch of soul draining* to pound living foes. The demented wight uses *horrific gaze* any time opponents cluster in one area where it will be used to best effect.

Demented Wight Lore

A character knows the following with a successful Religion check.

DC 15: Wights are tireless undead that decimate the living with attacks that drain life essences. They are savage and unrelenting in combat, however the demented wight displays a ‘mad genius’ sort of intelligence when it comes to tactics and controlling the battlefield.

DC 20: The demented wight’s gaze and mind-splitting chant are both highly effective weapons. If pressed the demented wight can scramble away from danger knocking its foes backwards as it escapes.

Fear Personified

This cursed mockery of life is one of the most fearsome foes I’ve ever clashed with. My party and I descended on a group of them in the Tomb of Dazare. Some began a hideous chant that pierced our ears and froze us in place. Other wights simply stared with this unspeakably frightful expression that sent our cleric scrambling backward only to trip unceremoniously over his own feet halfway back up the stairs.

It was an absolute slaughter. I watched helplessly as our paladin’s very life was sucked from him. It was as if he simply lost the will to continue to fight. I was the lone survivor. Now....I beg thee... ask me no more about the demented wight.

- Shawley the Wise, Guild Wizard

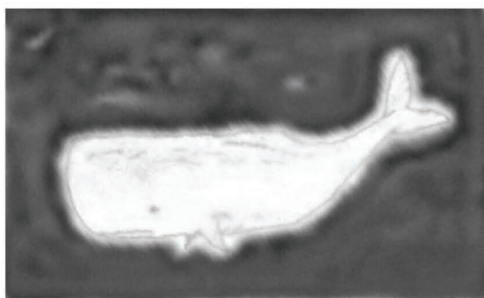
Level 13 Encounter (XP 3,900)

- * 2 demented wights (level 13 elite controller)
- * 1 battle wight commander (level 12 soldier)

Level 14 Encounter (XP 5,200)

- * 3 demented wights (level 13 elite controller)
- * 1 slaughter wight (level 18 brute)





The self-proclaimed Lord of the Darkwater is an immortal ghostly whale of immense size and power. He drifts through the deeps without sound or concern, as few creatures are strong enough to give him pause. His rare forays to the surface normally end in the seas churning red with blood.

Gargantuan immortal magical beast (aquatic, undead)

XP 75,000

HP 1220; **Bloodied** 610

AC 40; **Fortitude** 43, **Reflex** 38, **Will** 37

Speed swim 8

Immune charm, disease, fear, poison; **Resist** Insubstantial; **Vulnerable** Radiant 10

Speed swim 8; phasing

Saving Throws +5; **Action Points** 2

Initiative + 21

Perception + 21

Darkvision

Traits

Flawless Hunter

Cetacek's attacks ignore all resistances, creatures do not benefit from concealment from Cetacek. Cetacek cannot be immobilized, restrained, or stunned.

Standard Actions

⚔ **Bite** * **At-Will**

Attack: Melee 4 (one creature or two creatures if they are adjacent); +32 vs. AC

Hit: 4d8 + 10 damage, the target takes ongoing 10 damage (save ends).

⚔ **Phantasmal Ram** * **At-Will**

Cetacek can move up to his speed and enter enemies' spaces. This movement provokes opportunity attacks, and Cetacek must end his move in an occupied space. When he enters an enemy's space, Cetacek makes a ram attack: +30 vs. Reflex; 3d8 + 10 damage, and the target is pushed 2 squares.

⚡ **Frightful Keening** (thunder) * **Recharge** [3], [3]

Attack: Close burst 10; +30 vs. Will

Hit: 5d12 + 9 thunder damage

⚡ **Paralyzing Presence** (fear) * **Encounter**

Attack: Close Burst 10 (enemies in burst); +30 vs. Will

Hit: 5d10 + 9 damage and target is immobilized (save ends).

Triggered Actions

⚔ **Fluke Slam** * **At-Will**

Trigger: A creature hits Cetacek with an opportunity attack.

Attack (Free Action): Melee 4 (one creature); +32 vs. AC

Hit: 4d10 + 9 damage

Skills Diplomacy +28, Intimidate +28

Str 35 (+26)

Dex 25 (+21)

Wis 24 (+21)

Con 30 (+24)

Int 27 (+22)

Cha 29 (+23)

Alignment evil

Languages Common, Primordial

Cetacek Tactics

Cetacek chooses his fights carefully often plotting for years with regard to how best to dispatch a particularly hated foe. A host of other leviathans and elementals often fight at his behest but when Cetacek does join a fight he leaves agony in his wake. Cetacek frequently opens combat with his *paralyzing presence*. This is followed by *phantasmal ram* to soften up immobilized enemies. Cetacek then alternates between *frightful keening* and his *bite* attack as tactics demand.

Cetacek Lore

A character knows the following with a successful Religion check.

DC 32: Cetacek is a cruel, ghostly lord of the deep whose motivations are as mysterious as the dark waters he calls home. Cetacek is willing to talk but typical offerings of treasure or simple flattery normally fail to sway him. The one thing Cetacek seems to crave is power and displays of strength may be the best way to gain his undivided attention.

The Greatest of Ghosts

...And there we was, gliding between Fairmoon's Rift and the jagged shores of Isla Eden. Darkwater Deeps. Don't try to find it on yer charts, boy, for all you'll spy is "Be ye not here- Cetacek". The Lady of Silent Sorrows' crew tried to bargain with him using everything in her hold. Aye, they begged and pleaded with Lord Cetacek, but couldn't feed his hunger for power. Me? I had my men rowing at the sight of the dreaded creature. I may be thought lily-livered, but I'm still sailing... can't say the same for the good Lady's crew.

~Taggret Maclachlan, Captain of the *Devilfish*

Level 29 encounter (XP 75,000)

* Cetacek (level 29 solo brute)

Level 30 encounter (XP 93,000)

* Cetacek (level 29 solo brute)

* 1 Thunderblast Cyclone (level 26 elite artillery)

