

SINISTER EYEBAT

Sinister Eyebat

Tiny Aberrant magical beast

Level 2 Lurker

Initiative: +8

Perception +9

HP 32; **Bloodied** 16

Darkvision 20

AC 16; **Fortitude** 13; **Reflex** 14; **Will** 14

Speed fly 6

Standard Actions

✧ Piercing Gaze ✧ At-Will

Attack: Ranged Basic 10 (one creature) +5 vs Will

Hit: 1d10+4 psychic damage.

✧ Sinister Observation ✧ At-Will

Target: One creature within 20

Effect: Until the end of the eyebat's next turn, whenever the target uses a power, the eyebat gains an additional 1d10 on the damage of their next attack against them, and the attack does half damage on a miss. The eyebat gains an additional 1d10 if the power is not an at-will power. These bonus dice are cumulative to a maximum of +3d10, and can be stored until the end of the encounter, or until lost or used on an attack.

Triggered Actions

✧ Evasive Flit ✧ At-Will

Trigger: The Eyebat is targeted by an attack.

Effect(immediate Interrupt): If the Eyebat has any bonus damage dice from Sinister Observation, it loses one bonus dice. It then shifts 5 as a free action, and gains a +5 to its defences against the triggering attack.

Skills Endurance +6, Insight +9, Stealth +9

Str 10 (+1); **Dex** 16 (+4); **Wis** 16 (+4)
Con 10 (+1); **Int** 12 (+2); **Cha** 10 (+1)

Alignment Unaligned **Languages** -

At first glance, the Eyebat might seem grotesque, but hardly sinister. A tiny creature, seemingly little more than an oversized eyeball, bolstered and transported by a pair of thin-membraned, bat-like wings, which flap in frantic silence to keep it aloft. It's singular orb pivots and spins in place, taking in the wide world that spins beneath it, ever peering at people and places, as if trying to learn everything it can- and yet it doesn't even seem to have a brain, or much of a mind. And yet, there is something far more Sinister lurking behind that monocular gaze, for it is clear that such an entity has only one purpose- to serve a distant master, quite literally, as their Eye.

It flits through the night on an errand no sane creature could truly understand. It drifts on currents of wind and madness both, controlled by an alien intellect which seeks to comprehend the world in ways which itself are difficult to comprehend. But more than anything else, the eyebat watches heroes- and other formidable figures in the land, particularly those steeped in rare or forbidden knowledge. When it encounters such creatures, it observes them from a distance, gathering an understanding of their nature, their knowledge... their weaknesses. The, suddenly, it swoops down, bringing a powerful psychic probe to bear upon them, testing it's assessment of their knowledge and power.

Even after the eyeball has slain it's foes, or fled or been destroyed, the question remains- what was it? How does it function? And most of all, who controls it? Heroes might take a career to answer such a question and yet, when they do, they are unlikely to survive the answer.

LORE

Dungeoneering DC 10: All the information in the intro

Dungeoneering DC 15: Hints on the possible controller of the eyebat, or more likely, hints on where to begin the search.

For use with the 4th Edition

**DUNGEONS
&
DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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CAN YOU FIND THE EYEBAT HIDDEN ON
THIS PAGE?

TACTICS

The eyebat works best at a distance. Their lurker mechanic is softer than most, but they can do a lot of damage if not accounted for. PCs can actively erode this bonus, but at the cost of a likely missed attack. More than one hero focusing fire on the eyebat can cause things to go badly for it very quickly, and so the key is to give it some aerial obstructions to flit behind (like an old tower or canyon wall). With this kind of protection, the eyebat can observe its foes, and one in particular, in order to boost the effect of its piercing gaze.

Allies for the eyebat can be versatile, since it's up out of the way either way. Soldiers are good since you're unlikely to target both a soldier on the ground, and the eyebat in the air, forcing a choice. Brutes can be good too- not only can they give and take damage, but aggressive players might feel more inclined to let loose with more encounter or greater assessment of threads. ks.

ENCOUNTERS

The eyebat emerges to observe the heroes in battle- it doesn't ally with their foes, but helps them all the same, and what will its master can make manifest through it turns them from any hostility they might otherwise inflict. The eyebat flits above the battle, often mistaken for a regular bad, most of all when it hangs from a branch or stone arch, its wings wrapped surround it. As to its master, that is a matter which must wait – it will be a long time before the heroes encounter the source of such a creature, although they're more than likely to encounter more and stronger minions of this dark master.

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