

WHEEP

A wheep is a horrific undead creature whose eyes have been torn out or nailed through. Foul black ichor seeps down the monster's face and into its mouth, so that while it weeps and wails, the fluid causes its noises to emerge as a gurgling keen. A wheep is almost constantly weeping and sniffing, for it is in constant pain. Wheeps are easy to track, because the black fluid leaking from their eyes leaves a constant trail behind them. Many wheeps also have nails or spikes driven through their hands, feet, arms or legs.

Wheep Servitor

Level 11 Minion Controller

Medium shadow humanoid (blind, undead)

XP 125

HP 1; a missed attack never damages a minion

Initiative +9

AC 25; **Fortitude** 23; **Reflex** 23; **Will** 23

Perception +7

Speed 6

Blindsight 12

Immune disease; **Resist** 10 necrotic, 10 poison

TRAITS

Weeping Dirge (fear) * **Aura** 4

Living creatures in the aura have a -1 penalty to attacks and defenses.

STANDARD ACTIONS

(mbasic) Poisonous Claw (poison) * **At Will**

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 6 damage, plus ongoing 5 poison (save ends).

Str 18 **Dex** 18 **Wis** 14

Con 14 **Int** 6 **Cha** 18

Alignment evil

Languages Common

Wheep Ululator

Level 11 Artillery

Medium shadow humanoid (blind, undead)

XP 600

HP 86; **Bloodied** 43

Initiative +9

AC 23; **Fortitude** 23; **Reflex** 23; **Will** 25

Perception +7

Speed 6

Blindsight 12

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

TRAITS

Weeping Dirge (fear) * **Aura** 4

Living creatures in the aura have a -1 penalty to attacks and defenses.

STANDARD ACTIONS

(mbasic) Poisonous Claw (poison) * **At Will**

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 2d8+3 damage plus ongoing 10 poison damage (save ends).

(ranged) Ululation of Despair (psychic) * **At Will**

Attack: Range 10 (one creature); +16 vs. Will.

Hit: 3d6+9 psychic damage.

(close) Agonizing Scream (psychic) * **Encounter**

Requirement: The wheep ululator must be bloodied.

Attack: Close burst 5 (creatures in burst); +15 vs. Will.

Hit: 3d8+4 psychic damage and the target is pushed 1 square.

Str 18 **Dex** 18 **Wis** 14
Con 14 **Int** 6 **Cha** 23
Alignment evil

Languages Common