

Gloomwing Large Magical Beast

Hit Dice: 3d10+6 (18 hp)

Initiative: +2 (dex)

Speed: 10 ft (2 squares), Fly 50 ft (perfect)

Armor Class: 14 (+2 Dex, -1 size, +3 Natural)
touch 11, flat-footed 12

Base Attack/Grapple: +3/+10

Attack: Bite +4 melee (1d2+3)

Full Attack: Bite +5 melee (1d2+3)

Space/Reach: 10 ft / 5 ft

Special Attacks: Poison, Spell-like abilities

Special Qualities: Blindsense 20 ft,
Darkvision 180 ft

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 17, Dex 15, Con 14, Int 12,
Wis 14, Cha 13

Skills: Hide +14, Listen +8*, Move Silently +6,
Spot +8*

Feats: Alertness

Environment: Any land and underground

Organization: Solitary or Grim (2-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral Evil

Advancement: 4-12 HD (Large)

Level Adjustment: ---

Black as pitch with eerily glowing eyes, gloomwings are feared, fey creatures that are thought to serve dark powers as messengers, steeds, and spies. They hunt by night and day, and speak common, orcish, and their alignment tongue in hissing, rasping voices.

Gloomwings hoard treasure for use in bribing or purchasing the services of lesser creatures. This treasure they conceal in the caves, cliff-top eyries, and ruins where they lair, typically cunningly concealed and trapped to prevent theft. Gloomwings are carnivores and will eat any creature that they can overcome – and even carrion, in a pinch.

Combat

The chilling bite of a gloomwing is its most feared weapon. In addition to doing 2-5 points of damage, the creature's fangs inject venom into the victim's bloodstream.

Blindsense (Ex): A gloomwing uses echolocation to pinpoint creatures within 20 feet. Opponents still have total concealment against the bat unless it can actually see them.

Poison (Ex): Varies, Fortitude DC 14. No secondary damage, the save DC is Constitution based.

The poison of the gloomwing is widely feared and with good reason. As opposed to most venom, the venom of the gloomwing is fairly unpredictable and can have disastrous consequences for those bitten.

01-40: Victim flees in fear (as per spell).

41-75: Sleep (as per spell)

76-86: Victim is stunned for 1-6 rounds.

87-95: Victim is confused (as per spell).

96-97: Victim is feebleminded (as per spell).

98-00: Victim suffers double damage and is rendered helpless for the round.

Any victim can only be affected by one of these results during a single encounter with one or more gloomwings; after a bite hits and its poison takes effect, all subsequent bites suffered by the victim in the same encounter will have no effect other than the normal damage. A gloomwing is immune to its own venom, and to that of other gloomwings.

Spell-like Abilities: At will – Darkness. The gloomwing is immune to its own magical darkness.

Skills: Gloomwings have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated



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