

# Gloom

Shadow-wreathed undead entities composed of the corpses of crow-like birds. Appear either as a flock of ragged birds or as a gaunt man, formed of the feathers, bones, and beaks of the flock.

**AC** 5 [14] **HD** 7\*\* (32hp) **THACO** 13 [+6]

**Attacks** 2 × claws (1d8 + disease) or  
1 × flock (1d4 + disease)

**Move** 120' (40') **Flying** 180' (60') **Morale** 9

**Saves** D8 W9 P10 B10 S12 (7) **XP** 1,250

**#Appearing** 1 / 1 in lair (20%)

**Alignment** Neutral. Obsessive and amoral

**Intelligence** 12. Cunning

**Speech** Cawing whisper. Woldish, the secret tongue of crow-like birds

**Hoard** E, collected objects

**Undead:** Silent before attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

**Humanoid form:** Mundane weapons inflict half damage. Silver weapons inflict normal damage.

**Flock form:** Only harmed by area effects (e.g. flaming oil or *fire ball* spells).

**Flock attack:** Attack roll against one target per 5 hit points the gloam possesses (rounded up) in a 20' area.

**Changing between forms:** Takes one round.

**Disease:** **Save vs poison** or contract a magical disease of blackening flesh, leading to death after 1d6 weeks.

**Charm innocents:** Those of pure and innocent mind do not perceive a gloam as threatening, despite its sinister appearance. A gloam may place a charm on such a victim, who must **save vs spells** or place its implicit trust in the gloam, viewing the monster as a beloved parent or mentor.

**Entourage:** 2-in-6 chance of being accompanied by 1d4 **charmed innocents** (normal humans).

**Collection:** Each gloam obsessively collects a specific kind of macabre object. (e.g. wedding rings and other tokens of love; condemned murderers, abducted and kept captive; mummified animals, arranged in peculiar dioramas.)



## TRAITS

- 1 Dressed in finery. (The garments fly with the flock.)
- 2 Smoulders when exposed to light.
- 3 Hovers ominously a few inches above the ground.
- 4 Blood drips incessantly from eyes.
- 5 Bleached, white bones with small clumps of feathers.
- 6 Shadow moves independently, expressing emotions.

## LAIRS

- 1 The ruins of an old watchtower. At dawn and dusk, the gloam serenades a maiden who lives nearby.
- 2 A cluster of twisted pines. The gloam's presence inspires bloodthirsty behaviour in local songbirds.
- 3 An old wayside inn. The gloam lairs in the attic with its collection: the skeletons of adulterers. The inn's proprietor, an aging woman (whose former husband is part of the gloam's collection), provides the gloam with a source of victims in exchange for protection.
- 4 A creepy manor, the former residence of a necromancer. The gloam schools 2d6 children in the black arts.

## ENCOUNTERS

- 1 Offering bright candy canes to 2 **wide-eyed children** who are gathering kindling.
- 2 **2d4 mentally handicapped youths** (normal humans) release a raggedy man from an iron cage hung from a tree. The gloam roosts in the tree in flock form, overseeing the proceedings with almost-word-like caws.
- 3 The smoking remains of an old barn in an isolated wood, freshly razed. A gloam sits nearby, weeping at the ruination of its home and precious items.
- 4 Inspecting the wares of a **pedlar**, taking especial interest in the collection of stuffed animals.