

### **Winged Horror**

Size: Medium

HD: 3d8

Move: 0 / 40 ft (fly/average)

AC: 16

Attacks: Bite (3d6 damage)

Special: Deepvision, Fear

Saves: Physical

Intelligence: Inferior

Alignment: Chaotic Evil

Type: Aberration

Treasure: nil

XP: 70 + 7/hp

Winged horrors are aberrations that can appear when summoned by a servant of the Devourer Wyrm. They appear as a pitch-black orb with bat-wings. They have an open maw filled with rows of teeth. They have no discernable eyes or other features. They fly constantly, and appear to never tire. Their skin is leathery and tough, and if they are cut they bleed a green ichor. They emit a high-pitched shriek as they are attacking, but are otherwise silent.

**Deepvision:** Winged horrors can see in pitch blackness, including magical darkness.

**Fear:** Anyone who sees a winged horror must save vs. fear (difficulty +8) or run in panic away from the creature for 8 rounds.