

NE

SMALL

BEAST

FIEND

Perception +8; darkvision**Languages** Infernal**Skills** Acrobatics +7, Stealth +7**Str** +1, **Dex** +3, **Con** +3, **Int** -2, **Wis** +1, **Cha** -1**AC** 17; **Fort** +8, **Ref** +5, **Will** +5**HP** 30**Speed** fly 25 feet**Melee** ♦ fangs +9, **Damage** 1d6+3 piercing plus 1d4 evil and Vargouille Venom**Kiss** ♦ The Vargouille kisses an adjacent creature that's asleep, paralyzed, or unconscious, exposing it to the Vargouille transformation disease.**Shriek** ♦♦ (incapacitation, aura, auditory, concentrate, visual) Fortitude DC 15. On a success, a creature is temporarily immune to this Vargouille's shriek for 1 minute. The Vargouille's shriek affects all non-Vargouilles in a 60-foot emanation**Critical Success** The creature is unaffected.**Success** The creature is slowed 1 for 1 round.**Failure** The creature is paralyzed for 1 round.**Critical Failure** The creature is paralyzed for 3 rounds. It can attempt a new save to end the effect at the end of each of its turns.

The effect ends early for a creature if the Vargouille moves out of sight, moves farther than 60 feet from the creature, or attacks the creature with its fangs.

Vargouille Venom (poison, divine, necromancy) DC15. On a failure the wound inflicted by the fangs cannot be easily healed by magical means. A spellcaster or item attempting to use healing magic on such a wound must succeed at a DC 15 counteract check or the magic fails to heal the creature. The wound can be treated normally by non-magical means.**Vargouille Transformation** ♦ (disease); **Saving Throw** Fortitude DC 15;

Exposing the victim to sunlight or any light spell of 3rd level or higher pauses the progress of the disease until the victim is no longer in light.

Stage 1 carrier with no effect (1d6 hours);**Stage 2** victim's hair falls out (1d6 hours);**Stage 3** ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs (1 day);**Stage 4** victim's mind regresses to a vicious and unintelligent shell of its former self (1d6 hours);**Stage 5** victim's head breaks free of the body (which dies) and becomes a new Vargouille.