

VARGOUILLE

CREATURE 2

UNCOMMON

NE

SMALL

BEAST

FIEND

Perception +8; darkvision

Languages Infernal

Skills Acrobatics +7, Stealth +7

Str +1, **Dex** +4, **Con** +3, **Int** -2, **Wis** +1, **Cha** -1

AC 17; **Fort** +11, **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 a light spell of 4th 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.