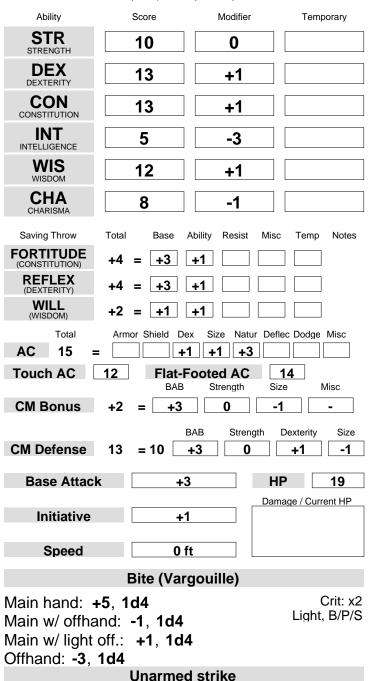
# Vargouille

## Male Vargouille - CL3 - CR 2

Neutral Evil Outsider (Evil, Extraplanar)



Main hand: +5, 1d2 Main w/ offhand: -1, 1d2

Light, B, Nonlethal

Crit: x2

Main w/ light off.: +1, 1d2

Offhand: -3, 1d2







Skill Name	Total	Ability	Ranks	Temp
<sup>0</sup> Acrobatics	+1	DEX (1)	-	
Appraise	-3	INT (-3)	-	
Bluff	-1	CHA (-1)	-	
<sup>0</sup> Climb	+0	STR (0)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
<sup>0</sup> Escape Artist	+1	DEX (1)	-	
<b>U</b> Fly	+13	DEX (1)	3	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (-1)	3	
Perception	+7	WIS (1)	3	
<sup>0</sup> Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
<sup>U</sup> Stealth	+8	DEX (1)	-	
Survival	+1	WIS (1)	-	
<sup>U</sup> Swim	+0	STR (0)	-	

# **Feats**

Martial Weapon Proficiency - All You are proficient with all Martial weapons.

Simple Weapon Proficiency - All Proficient with all simple weapons.

Skill Focus (Stealth)

You get a +3 bonus on all checks involving the chosen skill.

#### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

## **Special Abilities**

#### Darkvision (60 feet)

You can see in the dark (black and white vision only).

# **Special Abilities**

## Flight (30 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an *antimagic field*; the creature loses its ability

### Kiss (DC 16) (Su)

A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into

#### Poison (DC 12) (Su)

Bite - injury; save Fort DC 12; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

## Shriek (DC 12) (Su)

Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds

# Languages

Infernal

# **Experience & Wealth**

Current Cash: You have no money!