



Artist unknown, accessed at twitter [here](#)

[Commissioned by [@justicegundam82](#), who asked for some Italian monsters which are very obscure in English sources. Firstly, the bargniff, which is a riddling frog monster from Lombardy. It is sufficiently obscure that there are two pages on it I could find, one in Lombard (which Google Translate cannot handle) and one in Italian. According to [Lombard Wikipedia](#), the bargniff is “trained as a doctor”. Which makes me think of the Slavic bagiennek, which is already in Pathfinder (indeed, RPG versions wildly outnumber folkloric versions on the English language internet). I suspect some cultural cross-pollination here—Wikipedia at least says that the [Lombards](#) and the Slavs battled each other in the 6th century.]

## **Bargniff**

### **CR 9 CE Magical Beast**

*This beast resembles a great hairy toad the size of a wagon, with cloven hooves instead of webbed feet. Its hide is black, brown and green, and its eyes blaze like fire.*

A bargniff is a foul creature of swamps and rivers that lurks near paths and bridges in order to torment and consume humanoids. Its very gaze saps away the will and senses, and it enjoys asking impossibly difficult riddles of creatures that it encounters (forcing the issue with *suggestion* spells if necessary). Creatures that fail are grabbed and dragged into the water to be drowned and consumed. Those that solve the riddle are typically spared, but may find themselves still impaired enough to fall prey to other dangers on the road.

The origins of bargniffs are debated. Some hold that they were created from the spilled blood of a powerful demodand. Others claim that the first bargniff was a sphinx who was cursed by a vengeful deity, or perhaps a fey creature exiled from the First World. Any way, bargniffs despise the divine, and will humiliate and eat clergy above other targets. Their riddles often incorporate blasphemies and heresies, and they are surprisingly knowledgeable about the failings and oversights of many faiths. They also are skilled in medical matters, but will rarely share this information unless magically compelled.

A bargniff is about five feet high at the shoulder and weighs around a ton.

**Bargniff** **CR 9**

**XP 6,400**

CE Large magical beast (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, Perception +21

**Aura** frightful presence (60 ft., shaken 5d6 rounds, Will DC 18)

Defense

**AC** 22, touch 10, flat-footed 21 (-1 size, +1 Dex, +12 natural)

**hp** 115 (11d10+55)

**Fort** +12, **Ref** +8, **Will** +9

**DR** 10/magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 20 (divine spells only)

Offense

**Speed** 30 ft., swim 30 ft.

**Melee** bite +16 (2d8+6 plus grab), 2 hooves +14 (1d6+3)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** mobile grappler, rake (2 hooves +14, 1d6+3), stupefying gaze

**Spell-like Abilities** CL 9<sup>th</sup>, concentration +12

At will—*suggestion* (DC 16)

3/day—*cure moderate wounds* (DC 15), *remove disease*

Statistics

**Str** 22, **Dex** 13, **Con** 21, **Int** 18, **Wis** 18, **Cha** 17

**Base Atk** +11; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

**Feats** Alertness, Combat Expertise, Improved Initiative, Iron Will, Lunge, Multiattack

**Skills** Bluff +12, Heal +11, Intimidate +12, Knowledge (religion) +11, Perception +21, Sense

Motive +18, Stealth +10, Swim +14

**Languages** Abyssal, Common, Sylvan, Sphinx

**SQ** amphibious

Ecology

**Environment** any marshes and freshwater

**Organization** solitary

**Treasure** standard

Special Attacks

**Mobile Grappler (Ex)** When a bargniff successfully moves a grappled opponent with a combat maneuver check, it can move up to its entire speed.

**Spell Resistance (Su)** A bargniff's spell resistance only applies to spells cast by divine spellcasters or the spell-like abilities of extraplanar outsiders.

**Stupefying Gaze (Su)** 30 ft.; Will DC 18; suffer a 1d6 penalty to each Intelligence, Wisdom and Charisma for 1 hour. A creature cannot suffer the effects of this gaze more than once, and this penalty cannot reduce any of its ability scores below 1. This is a mind-influencing compulsion effect, and the save DC is Charisma based.