



“Toho Monsters Revised: Megaguirus” © Robinson Kunz. Accessed from his deviantArt page [here](#)

[Inspired by “The Residence at Whitminster”. In the original story, this creature is described as being a giant sawfly, but I wanted a somewhat more monstrous look.]

Witchfly

This spindly-legged creature appears as an unholy hybrid of fly, spider and scorpion, with gnashing mandibles, thin membranous wings and a tail ending in a saw-edged stinger.

Rumored by some to be escapees from the Abyss, witchflies are weird predators with shapeshifting prowess and a love of torment. Witchflies seem to be attracted to the sites of magical tragedies, such as where a good-aligned caster was put to death for witchcraft or where a badly aimed spell resulted in the deaths of innocents. Their shapeshifting abilities make them virtually impossible to find unless they want to be found, and a witchfly may live out decades masquerading as an ordinary insect before deciding the time is right for violence.

Witchflies eat all manner of animal protein, but their favorite meat is that of sentient creatures, especially spellcasters. A witchfly can go for years between meals, but the creature will gladly gorge itself more regularly if given the opportunity. Their poison inflicts a pernicious necrosis that never fully heals without magical intervention; the effects of its bite (especially if it is the size of a mundane fly) are often mistaken for disease until it is too late.

Witchfly CR 7

XP 3,200

CE Medium magical beast

Init +5; **Senses** darkvision 60 ft, low-light vision, Perception +8, scent

Defenses

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +5

Defensive Abilities invigorating resistance; **SR** 17

Offense

Speed 20 ft., fly 40 ft. (perfect)

Melee bite +12 (2d4+3 plus poison), 2 claws +12 (1d3+3), sting +12 (1d8+3 plus bleed)

Special Attacks bleed (1d6)

Statistics

Str 16, **Dex** 16, **Con** 19, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 25 (33 against trip)

Feats Flyby Attack, Improved Critical (bite), Improved Initiative, Lunge

Skills Acrobatics +9, Fly +11, Perception +8, Stealth +9

Languages Aklo, Common (cannot speak)**SQ** change size

Ecology

Environment warm and temperate land

Organization solitary, pair or swarm (3-10)

Treasure incidental

Special Abilities

Change Size (Su) At will as a full-round action that does not provoke attacks of opportunity, a witchfly can reduce its size to that of an ordinary insect. Its size category becomes Fine, with all of the changes in statistics that apply, but it loses all of its natural armor and can only use its bite attack in this form. A witchfly can remain in Fine form indefinitely, and transform back as a standard action. The witchfly's statistics while Fine are as follows:

AC 25, *touch* 25, *flat-footed* 18; *hp* 76; *Fort* +9, *Ref* +13; *Melee* bite +15 (1d2-2 plus poison); *Space* 0 ft.; *Reach* 0 ft.; *Str* 6, *Dex* 24, *Con* 17; *CMB* -1; *CMD* 16; *Skills* Acrobatics +13, Fly +23, Stealth +29

Invigorating Resistance (Su) Whenever a witchfly's spell resistance negates the effects of a spell, the witchfly gains the benefits of a *haste* spell for a number of rounds equal to the spell's level. 0th level spells give no benefit.

Poison (Su) *Injury*—bite; *save* Fortitude DC 18; *frequency* 1/day forever; *damage* 1d3 Str damage and 1 Con drain; *cure* 3 consecutive saves. The save DC is Constitution based.