



Vargouille – Knowledge(The Planes) DC11

- A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds. Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Vargouilles speak Infernal.
- Type: Small Outsider(Evil, Extraplanar)
- Weapons: 1 Bite
- Special Qualities: Darkvision 60 ft. Scent
- Special Attacks: Shriek, Kiss, Poison

Shriek(Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Average to Tough Fortitude save or be paralyzed with fear for up to 30 seconds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss.

Kiss(Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a Tough Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours.

Poison(Ex): Injury, Average to Tough Fortitude save or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing.