

# ADVANCED BESTIARY

## PLAGUE BEARER

Plague bearer creatures bring doom with them everywhere. These living agents of infection and corruption are host to a dozen illnesses and half a dozen plagues. Whether they intend it or not, they spread disease wherever they go, contaminating other creatures by their mere presence. Some plague bearers relish this power, but others despise and fear it.

A plague bearer looks like a normal creature of its type that has been infected with many terrible plagues. Black boils cover its body, its skin is red and cracked, its hair is patchy, and its hide and nails flake off and fall around it. It coughs, it wheezes, and its eyes well with tears; but still, its back remains unbent by this apparent suffering, and it lives on despite all manner of maladies.

### CREATING A PLAGUE BEARER

“Plague Bearer” is an inherited or acquired template that can be applied to any corporeal creature that is not a construct (referred to hereafter as the base creature). A plague bearer uses all of the base creature’s statistics and special abilities except as noted here.

**CHALLENGE RATING:** Same as base creature +2. If the combination of diseases a plague bearer carries are particularly virulent or hard to cure (such as for some

supernatural diseases) consider raising the CR adjustment to +3 or even +4.

**AURA:** A plague bearer gains the following.

*Disease Cloud (Ex):* An invisible cloud of contagion surrounds a plague bearer. All breathing creatures within 30 ft. of the plague bearer must make two Fortitude saves to avoid contracting two diseases (typically bubonic plague and mindfire). The diseases’ type changes to inhaled. This is a disease effect. The save DCs for the diseases are Constitution-based (Charisma-based for undead).

**DEFENSIVE ABILITIES:** A plague bearer gains the following.

*Total Disease Immunity (Ex):* A plague bearer is immune to all diseases, including magical diseases and those brought on by curse effects.

**SPECIAL ATTACKS:** The plague bearer retains all the base creature’s special attacks and gains those described here.

*Disease (Ex):* All of a plague bearer’s natural melee attacks spread disease. With a successful attack, the plague bearer can infect a creature with two diseases (typically filth fever and leprosy). Any creature touched by a plague bearer must succeed on a Fortitude save or contract both of these diseases. The diseases have the injury type with regards to



this ability. If the plague bearer does not have any natural melee attacks it spreads its disease with a melee touch attack and the diseases have the contact type. This is a disease effect. The save DCs for the diseases are Constitution-based (Charisma-based for undead).

**ABILITIES:** Con +6. If base creature is undead, the plague bearer gains Cha +6 instead.

**SPECIAL QUALITIES:** The plague bearer retains all the base creature's special qualities and gains those described here.

*Carrier (Ex):* Although a plague bearer is immune to the effects of diseases, it can still carry infections, and it continues to do so regardless of magical healing or successful Fortitude saves.

*Diseased Flesh (Ex):* The plague bearer carries a single disease (usually blinding sickness) within its body. Any creature that makes a successful bite attack against a plague bearer, swallows it whole, or otherwise ingests its flesh must succeed on a Fortitude save or contract the disease. The disease's type changes to ingested. This is a disease effect. The save DC for the disease is Constitution-based (Charisma-based for undead).

*Quick Incubation (Ex):* Each of the diseases that a plague bearer carries have an onset time of instantaneous—the first effects of the diseases manifest immediately.

## SAMPLE PLAGUE BEARER

*Festering boils and oozing sores anoint this bat-winged, disembodied fiendish head.*

### PLAGUE BEARER VARGOUILLE

Plague bearer vargouilles are often used by those evil creatures that wish to quickly spread disease. They gleefully bite other creatures and flap away, leaving the diseases to do their worst.

### PLAGUE BEARER VARGOUILLE CR 4 • XP 1,200

NE Small outsider (evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

**Aura** disease cloud (30 ft., bubonic plague, mindfire, DC 15)

#### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+1 Dex, +1 size, +3 natural)

**hp** 28 (3d10+12)

**Fort** +7, **Ref** +4, **Will** +2

**Immune** total disease immunity

#### OFFENSE

**Speed** fly 30 ft. (good)

**Melee** bite +5 (1d4 plus disease)

**Special Attacks** disease (filth fever, leprosy, DC 15), kiss (DC 19), poison, shriek (60 ft., DC 15, paralysis 2d4 rounds)

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 19, **Int** 5, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Skill Focus (Stealth), Weapon Finesse

**Skills** Fly +13, Intimidate +5, Perception +7, Stealth +8

**Languages** Infernal

**SQ** carrier, diseased flesh (blinding sickness, DC 15), quick incubation

#### ECOLOGY

**Environment** any

**Organization** pair, cluster (3–6), or mob (7–12)

**Treasure** none

#### SPECIAL ABILITIES

**Carrier (Ex)** See the plague bearer template.

**Disease (Ex)** Natural attacks spread filth fever and leprosy.

**Filth Fever:** Bite—injury; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con; *cure* 2 consecutive saves.

**Leprosy:** Bite—injury; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/week; *effect* 1d2 Cha; *cure* 2 consecutive saves.

**Disease Cloud (Ex)** Cloud of contagion contains bubonic plague and mindfire.

**Bubonic Plague:** Disease—inhaled; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d4 Con, 1 Cha and fatigued; *save* 2 consecutive saves

**Mindfire:** Disease—inhaled; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d4 Int; *cure* 2 consecutive saves.

**Diseased Flesh (Ex)** Any creature that bites, swallows, or eats some of the creature is infected with blinding sickness..

**Blinding Sickness:** Disease—ingested; *save* Fort DC 15; *onset* instantaneous; *frequency* 1d4 Str and may permanently blind; *cure* 2 consecutive saves.

**Kiss (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 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair

falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Su)** Bite - injury; *save* Fort DC 15; *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.

**Quick Incubation (Ex)** See the plague bearer template.

**Shriek (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 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.



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