

Gallows of Madness — A Foul Breed

A. SARINGALLOW ORCHARD (CR 1) or (CR 2)

APL 2+ Adjustment: Add 2 fiendish fire beetles

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

FIENDISH FIRE BEETLE (3 OR 5)

N Small [vermin](#)

Init +0; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +0

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

Special Attacks smite good

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9 (17 vs. trip)

Skills [Fly](#) -2

SQ luminescence

ECOLOGY

Environment any

Organization solitary, cluster (2-6) or colony (7-12)

Treasure none

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Smite Good (Su) Once per day as a swift action a fiendish fire beetle can add +1 damage against a good foe. The smite persists until the target is dead or the fiendish fire beetle rests.

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B. THE GALLOWS' GRAVEYARD (CR 3) or (CR 4)

APL 2+ Adjustment: Use normal fiendish giant ants, instead of fiendish giant worker ants

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

FIENDISH GIANT WORKER ANT (2)

N Medium [vermin](#)

Init +0; **Senses** darkvision 60 ft., scent; [Perception](#) +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 6

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2)

Special Attacks smite good

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats [Toughness](#)^B

Skills [Climb](#) +10, [Perception](#) +5, [Survival](#) +5; **Racial Modifiers** +4 [Perception](#), +4 [Survival](#)

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

Treasure none

SPECIAL ABILITIES

Smite Good (Su) Once per day as a swift action a fiendish giant ant can add +2 damage against a good foe. The smite persists until the target is dead or the fiendish giant worker ant rests.

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A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

FIENDISH GIANT ANT (2)

N Medium [vermin](#)

Init +0; **Senses** darkvision 60 ft., scent; [Perception](#) +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus [grab](#)), sting +3 (1d4+2 plus [poison](#))

Special Attacks smite good

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats [Toughness](#)^B

Skills [Climb](#) +10, [Perception](#) +5, [Survival](#) +5; **Racial Modifiers** +4 [Perception](#), +4 [Survival](#)

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 *save*

Smite Good (Su) Once per day as a swift action a fiendish giant ant can add +2 damage against a good foe. The smite persists until the target is dead or the fiendish giant ant rests.

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C2. Living Room (CR 3) or (CR 4)

APL 2+ Adjustment: Use the advanced Garlmak below

GARLMAK (ADVANCED HOMUNCULUS)

CE Tiny [construct](#)

Init +2; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +4

DEFENSE

AC 18, touch 16, flat-footed 14; (+4 Dex, +2 natural armor, +2 size)

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +2

Immune construct traits

OFFENSE

Speed 30

Melee dagger +8 (1d2+3/19-20) or bite +7 (1d4+3)

Ranged dagger +9 (1d2+3/19-20)

Space 2-1/2 ft.; **Reach** 0 ft.

TACTICS

Before Combat Garlmak hides under the table and waits for the PCs to turn their backs to it before hurling a dagger at the nearest PC in the ensuing surprise round.

During Garlmak continues to attack from range unless forced into melee combat, in which it tries to stab or bite the PCs and use Acrobatics to avoid provoking attacks of opportunity.

Morale Garlmak hates itself as much as it hates Gellion and gladly fights to the death. It pursues fleeing PCs throughout the house, but doesn't leave the house to follow the PCs.

STATISTICS

Str 17, **Dex** 18, **Con** —, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 17

Feats [Weapon Focus](#) (dagger)

Skills [Acrobatics](#) +7, [Craft](#) (traps) +4, [Perception](#) +4, [Stealth](#) +14

Languages Common (cannot speak)

SQ Unbound

Gear daggers (6)

SPECIAL ABILITIES

Unbound (Su) Unlike a traditional homunculus, Garlmak is not physically or telepathically bound to Gellion. If Garlmak is destroyed, Gellion takes no damage, and if Gellion dies, Garlmak doesn't lose its Intelligence score, feats, or skill ranks, or suffer any negative effects.

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C5. Gellion's Room (CR 1) or CR 2

APL 2+ Adjustment: Replace the fiendish giant spider with an advanced fiendish giant spider

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

FIENDISH GIANT SPIDER

N Medium [vermin](#)

Init +3; **Senses** darkvision 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus [poison](#))

Special Attack smite good, [web](#) (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills [Climb](#) +16, [Perception](#) +4 (+8 in webs), [Stealth](#) +7 (+11 in webs); **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#) (+8 in webs), +16 [Climb](#)

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength [damage](#); *cure* 1 save.

Smite Good (Su) Once per day as a swift action a fiendish giant spider can add +3 damage against a good foe. The smite persists until the target is dead or the fiendish giant spider rests.

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A spider the size of a man crawls silently from the depths of its funnel-shaped web.

ADVANCED FIENDISH GIANT SPIDER

N Medium [vermin](#)

Init +3; **Senses** darkvision 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +6, **Will** +3

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+3 plus [poison](#))

Special Attack smite good, [web](#) (+7 ranged, DC 14, hp 2)

STATISTICS

Str 15, **Dex** 21, **Con** 16, **Int** —, **Wis** 14, **Cha** 2

Base Atk +2; **CMB** +4; **CMD** 19 (31 vs. trip)

Skills [Climb](#) +18, [Perception](#) +6 (+10 in webs), [Stealth](#) +9 (+13 in webs); **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#) (+8 in webs), +16 [Climb](#)

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength [damage](#); *cure* 1 save.

Smite Good (Su) Once per day as a swift action an advanced fiendish giant spider can add +3 damage against a good foe. The smite persists until the target is dead or the advanced fiendish giant spider rests.

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FIENDISH AMBUSH (CR 2) or (CR 4)

APL 2+ Adjustment: Replace the quasit with an advanced quasit

Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.

KZZREKZ (QUASIT)

CE Tiny [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

Init +6; **Senses** darkvision 60 ft.; [Perception](#) +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus [poison](#)), bite +7 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—[detect good](#), [detect magic](#), [invisibility](#) (self only)

1/day—[cause fear](#) (30-foot radius, DC 11)

1/week—[commune](#) (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats [Improved Initiative](#), [Weapon Finesse](#)

Skills [Bluff](#) +6, [Fly](#) +20, [Intimidate](#) +6, [Knowledge](#) (planes) +6, [Perception](#) +7, [Stealth](#) +16

Languages Abyssal, Common; [telepathy](#) (touch)

SQ [change shape](#) (2 of the following forms: bat, Small centipede, toad, or wolf; [polymorph](#))

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

The quasit is perhaps the least powerful demon, yet it is not the least respected—even quasits hold themselves above the dretch horde, and true to their natures, dretches lack the courage or drive to prove the quasits wrong. A quasit's first role in life is that of a familiar to a spellcasting master, but those quasits who escape from this humiliating servitude become free-willed and much more dangerous.

A typical quasit stands a foot and a half tall, and weighs only 8 pounds. Alone among the demonic horde, quasits do not form from the dead souls of evil mortals. Instead, they form from living souls—when a spellcaster seeks out a quasit to serve him as a familiar, his soul brushes against the Abyss and it reacts, carving from itself a quasit linked to that spellcaster's soul and forming a powerful bond between the two. Newly created quasits are birthed directly into the Material Plane, where they become familiars, and while bonded to their masters' wills, all quasits hate and loathe their lieges, as they can feel the pulse of their lords' souls and know that they could have been more.

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Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.

KZZREKZ (ADVANCED QUASIT)

CE Tiny [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

Init +6; **Senses** darkvision 60 ft.; [Perception](#) +9

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 22 (3d10+6); fast healing 2

Fort +3, **Ref** +7, **Will** +6

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +9 (1d3+1 plus [poison](#)), bite +9 (1d4+1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—[detect good](#), [detect magic](#), [invisibility](#) (self only)

1/day—[cause fear](#) (30-foot radius, DC 13)

1/week—[commune](#) (six questions)

STATISTICS

Str 12, **Dex** 18, **Con** 15, **Int** 15, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats [Improved Initiative](#), [Weapon Finesse](#)

Skills [Bluff](#) +9, [Fly](#) +22, [Intimidate](#) +8, [Knowledge](#) (planes) +8, [Perception](#) +9, [Sense Motive](#) +9,

[Spellcraft](#) +8, [Stealth](#) +18

Languages Abyssal, Common; [telepathy](#) (touch)

SQ [change shape](#) (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; save Fortitude DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

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D1. Warehouse Entrance (CR 1) or (CR 3)

APL 2+ Adjustment: Add one giant spider

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

FIENDISH SPIDER SWARM

N Diminutive [vermin](#) ([swarm](#))

Init +3; **Senses** darkvision 60 ft., [tremorsense](#) 30 ft.; [Perception](#) +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities [swarm traits](#); **Immune** mind-affecting effects, weapon damage; **Resist** cold 5, fire 5; **SR** 6

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus [poison](#) and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks [distraction](#) (DC 11), smite good

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills [Climb](#) +11, [Perception](#) +4; **Racial Modifiers** +4 [Perception](#); uses Dexterity for [Climb](#) checks

ECOLOGY

Environment any

Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

Treasure none

SPECIAL ABILITIES

Distraction (Ex) Any living creature that takes damage from the fiendish spider swarm is nauseated for 1 round; a Fortitude save (DC 11) negates the effect.

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Smite Good (Su) Once per day as a swift action a fiendish spider swarm can add +2 damage against a good foe. The smite persists until the target is dead or the fiendish spider swarm rests.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

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A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

N Medium [vermin](#)

Init +3; **Senses** darkvision 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus [poison](#))

Special Attack [web](#) (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills [Climb](#) +16, [Perception](#) +4 (+8 in webs), [Stealth](#) +7 (+11 in webs); **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#) (+8 in webs), +16 [Climb](#)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength [damage](#); *cure* 1 save.

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D2. Spreading Corruption (CR 2) or (CR 3)

APL 2+ Adjustment: Add two more fiendish giant centipedes

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

FIENDISH GIANT CENTIPEDE (3 OR 5)

N Medium [vermin](#)

Init +2; **Senses** darkvision 60 ft.; [Perception](#) +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus [poison](#))

Special Attacks [poison](#), smite good

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats [Weapon Finesse](#)^B

Skills [Climb](#) +10, [Perception](#) +4, [Stealth](#) +10; **Racial Modifiers** +4 [Perception](#), +8 [Stealth](#)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex [damage](#); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Smite Good (Su) Once per day as a swift action an advanced fiendish giant spider can add +1 damage against a good foe. The smite persists until the target is dead or the advanced fiendish giant spider rests.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

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D3. Spawning Grounds (CR 3) or (CR 4)

APL 2+ Adjustment: Add one hook fly swarm

This enormous, horrifically bloated fly has a proboscis shaped like a serrated hook. Its many-faceted eyes smolder like hot coals.

FIENDISH GIANT HOOK FLY

N Small [vermin](#)

Init +1; **Senses** darkvision 60 ft.; [Perception](#) +0

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +3 (1d4 plus [attach](#))

Special Attacks [attach](#), death throes, smite good, spawn brood

STATISTICS

Str 11, **Dex** 13, **Con** 14, **Int** —, **Wis** 11, **Cha** 2

Base Atk +2; **CMB** +1 (+9 grapple when attached); **CMD** 12 (20 vs. trip)

Feats [Weapon Finesse](#)^B

Skills [Fly](#) +3

SPECIAL ABILITIES

Attach (Ex) When a giant hook fly hits with a bite attack, it latches onto the target, anchoring the target in place. An attached hook fly is effectively grappling its prey. The hook fly loses its Dexterity bonus to AC and has an AC of 13 (touch 11), but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A giant hook fly has a +8 racial bonus on combat maneuver checks to maintain its grapple on a foe once it is attached. An attached hook fly can be struck with a weapon or grappled itself; if its prey manages to succeed at a grapple combat maneuver check or Escape Artist check against it, the hook fly is removed.

Death Throes (Su) If a giant hook fly dies after draining blood with its spawn brood ability but before disgorging a hook fly swarm, its swollen abdomen bursts, sending dead hook flies in every direction. Their tiny hooks deal 2d4 points of slashing damage to all creatures within 10 feet. A successful DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Smite Good (Su) Once per day as a swift action a fiendish giant hook fly can add +3 damage against a good foe. The smite persists until the target is dead or the fiendish giant hook fly rests.

Spawn Brood (Su) A giant hook fly drains blood at the end of its turn if it is attached to a foe, dealing 1d2 points of Constitution damage. When a giant hook fly drains blood, its abdomen becomes bloated as it spawns an enormous brood of young. It gestates these flies in its abdomen until it has dealt 6 points of Constitution damage with this ability. The following round, the giant hook fly detaches from its victim, and as a standard action that provokes attacks of opportunity, its abdomen ruptures and disgorges a hook fly swarm. The swarm appears adjacent to the giant hook fly and immediately attacks any nearby foes (it ignores the giant hook fly that spawned it). When its abdomen ruptures, the giant hook fly

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takes 3d6 points of slashing damage. Blood stored in a giant hook fly's abdomen is absorbed after 24 hours and cannot be used to spawn a brood.

The tiny, buzzing insects that make up this cloud have distinctive bloated bodies and sharp, if miniscule, proboscises.

HOOK FLY SWARM

N Diminutive [vermin](#) ([swarm](#))

Init +1; **Senses** darkvision 60 ft.; [Perception](#) +0

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 11 (2d8+2)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities [swarm traits](#); **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft., Fly 30 ft. (average)

Melee swarm (1d6 plus [bleed](#) and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks [bleed](#) (1), [distraction](#) (DC 12)

STATISTICS

Str 1, **Dex** 12, **Con** 12, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** —; **CMD** —

Skills [Fly](#) +7

SQ gestate

SPECIAL ABILITIES

Bleed (Ex) A hook fly swarm is made up of a terrible mass of juvenile giant hook flies that have undeveloped, though still terribly sharp, proboscises. Any creature that takes swarm damage from a hook fly swarm also takes 1 point of bleed damage at the beginning of its turn. This bleed damage does not stack with itself or other bleed effects. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage.

Distraction (Ex) Any living creature that takes damage from the hook fly swarm is nauseated for 1 round; a Fortitude save (DC 12) negates the effect.

Gestate (Ex) Hook fly swarms are made up of underdeveloped giant hook flies, which stay in swarm form for 1 week. Afterward, the swarm finds a secluded place and builds around itself a cocoon-like pod, which it stays in for 1d4 days. This pod is roughly 5 feet by 5 feet in size, and has AC 11 and 11 hit points. After this gestation period, 1d6 giant hook flies burst from the cocoon as a standard action, fully formed and with all of a giant hook fly's abilities.

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Giant hook flies are terrifying, overgrown insects that thrive on their victims' fresh blood. In particular, giant hook flies are known for their rampant breeding and fast gestation period. Their reproduction is tied to the blood they drain from victims; the more blood they drink, the quicker they can expel their young—which are threats on their own.

Giant hook flies and their parasitic broods can be found anywhere, from a nest in an abandoned barn to the depths of a neglected basement to untold stretches of wilderness. Naturally, they are attracted to blood, so any place where blood is spilled can become a hook fly breeding ground. Butchers and livestock farmers, in particular, must stay vigilant against these dangerous pests, as even the sighting of a single juvenile hook fly might herald a terrible infestation just weeks or even days away. Blood cultists, too, sometimes find that giant hook flies and their spawn are unwelcome visitors to their lairs. On more than one occasion, giant hook flies and their swarms have unwittingly driven evil creatures from their hiding places, surreptitiously aiding a populace shocked that the cultists have been operating in their midst the entire time. Left unchecked, giant hook flies can overrun small farms or other rural places where individuals capable of ending these infestations might be scarce.

That said, giant hook flies are not particularly compelled to stay together, even if they were members of the same brood. In the absence of a strong blood scent to follow, a swarm of juvenile hook flies moves randomly until it finds a secluded area in which to build its cocoon. Once the adults hatch, each of the unintelligent vermin drifts aimlessly, seeking the scent of blood. However, once rooted, giant hook fly populations can prove maddeningly difficult to fully eliminate. Rumor has it that swarms can be dispersed only with goutts of flame; otherwise enough juvenile hook flies survive for the swarm to reform—and surviving swarms inevitably build cocoons that yield fully formed and dangerous new giant hook flies. A common rural saying goes, "If you haven't killed hook flies with fire, you haven't really killed them at all."

The process of spawning a hook fly swarm typically kills the swarm's parent. Those that survive normally live up to another 6 months, but the damage to their abdomens leaves them unable to spawn again. However, tales tell of particularly enormous and resilient giant hook flies that live much longer life spans and take minimal damage from spawning their broods—meaning they can spawn again. Worse, these creatures are said to expel two brood swarms at a time.