


Stirge

written by A J | November 20, 2014

 *Uncommon* | *Tiny* | *Neutral* | *Magical Beast*

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

Armor Class	Hit Points	Move
13	4	walk 30 ft
	(1 Hit Dice)	fly 180 ft

Appearing 1d10

Habitat Desert, Fresh Water, Jungle, Swamp, Underground

Negotiation no

Morale DC 12

Challenge 0.2 (60 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

-3 3 9 -2 -1 -2

Combat

Has 1 attack. Hit Bonus +1. Damage Poke. 1d3 damage damage

Special Attacks

Attach: The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 bonus to maintain its grapple on a foe once it is attached.

Blood Drain: A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal.

A successful hit (for 1-3 points of damage) means that it has attached itself to the victim, sucking for 1-3 points of damage per round until dead. A flying stirge gains a bonus of +2 on its first Hit Roll against any one opponent due to its speedy diving attack.

Treasure

Individual: None

Lair: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d6×1,000 gp (50%), 2d6 gems (50%), 1d6 jewelry (25%), 1d2 magic items + 1 potion (15%).