# Stirge

written by CresthavenRPG Guru | 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 *(1 Hit Dice)* | walk 30 ft<br>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%).