

# VATIC STIRGE

*Twittering on a nearby ledge or branch is a tiny wiggled beast with a pink proboscis and eight legs. Its body is about 1 foot long, with a wingspan of about 2 feet, and its coloration is reddish-brown with a dirty yellow underside. A stirge's It weighs about 1 pound.*

## Vatic Stirge

CR 3

NE Tiny Magical Beast (Evil, Extraplanar)

**Initiative** +4; **Senses** Darkvision 60 ft., low-light vision ; Listen +4, Spot +4

**Languages** Common and Infernal.

**AC** 16, touch 16, flat-footed 12  
(+2 size, +4 Dex)

**hp** 18 (3d10+3)

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

**Special Defenses** Resistance 5 (cold and fire), SR 8.

**Speed** 10 ft (2 squares), fly 40 ft. (average)

**Base Attack/Grapple:** +3/−9 (+3 when attached)

**Attack:** Touch +9 melee (attach).

**Full Attack:** Touch +9 melee (attach).

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

**Lore** Knowledge (dungeoneering) DC 13

**Tactics** Vatic stirges flock. They enjoy roosting above well-traveled roads, where they sniff out passersby with the most baubles and magical writings. They may goad travels with idle chat to lure them off-road.

**Morale** Vatic stirges have no true sense of self or mortality (after all, the spirits are immortal). They fight to the death.

**Str** 3, **Dex** 19, **Con** 12, **Int** 11, **Wis** 12, **Cha** 9

**Feats** Alertness, Augment Pact, Weapon Finesse<sup>B</sup>.

**Skills** Appraise +4, Hide +14, Knowledge (arcana)+1, Knowledge (the planes)+1, Listen +4, Move Silently +4, Search +1, Spot +4, Survival +2.

**Attach (Ex)** If a vatic stirge hits with a touch attack, it uses its eight pincers to latch onto its foe's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC (it has AC 12), but holds on with great tenacity. Vatic stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached vatic stirge can be struck with a weapon or grappled. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

**Blood Drain (Ex)** A vatic stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

**Book Scent (Su)** A stirge has the scent ability, but only for books and other written materials including magical scrolls. It can detect the presence of such items out to a distance of 30 ft, or 45 ft if the books are upwind, or 15 ft if the books are downwind. If a book is within 5 feet, it knows what square in which it lies.

**Goad (Su)** The vatic stirge's cheeky and sarcastic wit is enough to enrage a foe. Once per day as a move action, the vatic stirge may goad a foe that threatens it, has line of sight and can hear it, and has Intelligence of 3 or higher. When the goaded foe starts its next turn, it must succeed on a Will save (DC 12) or be forced to launch a melee or ranged weapon attack against the vatic stirge.

**Minor Binding** Each day gain one granted ability of one 1st-level spirit (BL 3rd, ability DC 12, binding check +2).

**Spell-like Abilities** (CL 3rd, DC 9+spell level)

At will—*detect pact spirits*

1/day—*smite good* (+3 damage)

**Environment** Warm marshes and forests, or underground.

**Organization** Colony (2–4), flock (5–8), or storm (9–14).

**Treasure** Vatic stirge love magical and shiny baubles. Each stirge has a horde of gems, jewels, scrolls, binder tomes, and minor magic items worth 300 gp total.

## Role-Playing

A vatic stirge is more wicked and dangerous than the standard stirge. It is suffused with the supernatural taint of fiendish spirits and is awakened to sentience, often speaking and acting as if it is the bound spirit. The vatic stirge's lust for delicious life-giving warm blood compels its every action with great urgency, and it happily goads those who try to avoid it.

A vatic stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Vatic stirges are loquacious and tend to speak with the demeanor and words typical of the spirit they have bound. A crafty creature can distract or misdirect a vatic stirge by playing to its false persona or discussing magic and the outer planes. The table below summarizes details for ten 1st-level spirits.

Spirit (demeanor)	Quotations
Aza'zati (haughty miser)	"Yum, I smell delicious gold in them travelers!" "What, do you attack my honor as a dragon?"
Coralene (lying debutante)	"You fine sir, might I say you are devastatingly handsome. Come let me plant on you a big smooch."
Dantalios (lazy braggart)	"I can lift ten stone and fly faster than a dragon, if I wanted to. But right now I'm kicking back to relax."
Eos Dei (neurotic planner)	"How long must we prattle? 24 or 30 seconds?" "A clock ticks down to the moment of your death."
Forash (proud schemer)	"You, mortal! You needn't sell me a soul; just offer me a few bloody gulps—not even your own—and I shall grant you a drop of my power."
Cave Mother (fearful witch)	"Evil travelers! With your beady eyes and calloused fists and sharp swords. Touch even a hair of mine and a pox on all your kind!"
General Hessant (callous fatalist)	"My winged army of us surrounds you. Will you accept my gentlemanly offer of surrender, or die like the cowards that you are?"
Gwenolyn's Ghost (suicidal romantic)	"An ode to death. As your blood runs all too willing to my lips, I love you all the more. As your eyeballs bobble in my beak, I know your heart's long chore."
Marat (lonely martyr)	"We are all doomed to die lonely, purposeless, and rusting in an attic like a discarded toy."
Milo of Clyde (cynical inquisitor)	"Just admit your guilt as a cold-blooded killer." "The evidence and witnesses convict you, sirs."