

SIPHONID

Mainly terrestrial and avian, though sometimes aquatic, siphonids include fleas, flies and mosquitoes. Parasitic and universally hated, these insects survive by draining blood from victims with their proboscises, or by scavenging the filthiest gunk they can find, including excrement that dirties their bodies and may be transmitted to their hosts. Whether through transfers of blood or contact with waste, these insects excel at spreading disease. They approach victims by stealth, though in the case of avian siphonids, the annoying noises of their wings tend to give them away.

In combat, they rely entirely on their bite (proboscis) attacks and are willing to flee, but can be infuriatingly persistent as they dodge attempts to crush them, even in the face of certain death.

- Though they cannot propel themselves nearly as far (relative to body length) as their smaller cousins (normal fleas), leaping siphonids are gigantic fleas that can nevertheless jump astounding distances. They lurk in grasslands and woodlands, waiting for the chance to pounce upon victims.
- With their wings buzzing even more loudly than normal flies, buzzing siphonids are gigantic flies with enormous eye clusters that grant them excellent vision. Coupled with their maneuverability, this makes them frustratingly difficult to swat. They will gladly live anywhere repulsive food is available.
- The tiniest whining of a normal mosquito can ruin a night's sleep, and since whining siphonids are gigantic mosquitoes, their wings make an ominous noise. Whether nesting in swamp trees or underground caves, they are a feared threat due their ability to suck blood with amazing speed, leaving painful welts.
- Dunghasp siphonids are variants with especially long, sharp, dirty proboscises, which have extra needle-like or hook-like growths that extend into wounds so they can latch onto prey. They also have extra-thick shells.

SIPHONID TRAITS
Class: insect
Origin: Midgard
Sapience: nonmoral-agent
Lifeweapons: <i>lashful-wicked, laxful-wicked, lashful-detached, laxful-detached</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 0×0×0 to Helming 1×2×1
Role: warrior
Creature Knowledge:
• <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 4
• <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 9
Roottrait Points: 1+[1×(tier-1)]
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Wis/Lth
• <i>Magical Strikes/Harm:</i> —
Augmentations/Lifeskills: Nml +5; hasten +1; physical strikes +3; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +4 (train: adv); <i>lurk</i> +2 (train: imp); <i>seafare</i> +0 (train: sta); <i>search</i> +1 (train: sta); <i>toil</i> +4 (train: adv; <i>avail:1</i>); <i>tumble</i> +3 (train: adv; <i>avail:1</i>)
Carcass Harvest:
• <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (imp) DR 21
• <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 33
• <i>Proboscises, Carapaces:</i> [(1d2)×cubes] coppers; <i>hew</i> (imp) DR 25
Lair Treasure:
• <i>Mundane:</i> incidental
• <i>Magical:</i> incidental

LEAPING SIPHONID
Tier: Beginning
Lifeweapon: <i>lashful-wicked</i>
Languages: Insect
Shape: 1/4×1/4×1/8
Size Modifier: +7
Mass Modifier: ±0
Speed: walk 10
Roottraits: Brw 0; Lth 1; Smt 0; Wis 1; Glt 0
Hasten: 2
Defenses: Nml 26; Ftl 13; Mfl 11
Grit: 1+2d2 [4]
Pneuma: 2
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 3; <u>resistant</u> <i>wreck</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>jostled, imbalanced</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +0 (sta); <i>landfare</i> +3 (imp); <i>look</i> +7 (adv); <i>lurk</i> +4 (imp); <i>seafare</i> +0 (sta); <i>search</i> +1 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +6 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite—1 strike; assail Nml [utilization; 0 pneuma]: targeted meleé 0; strike +4; <i>wreck</i> (<i>stab</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d2) Option [adjuvant; 1 pneuma]: <i>disease</i> (apex)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling—standard</i> ; <i>inferior defense</i> (Mfl); <i>longleap</i> (×5)
Ascension-Point Value: 3

DUNGHASP SIPHONID TEMPLATE
Movement Alterations: walk +2 [leaping]; fly +05 [buzzing, whining]
Harm Yields Alterations: <u>vulnerable</u> <i>whelm</i> -2; <u>resistant</u> <i>wreck</i> +2
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>nauseated, retched, poisoned, diseased</i>
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>bite</i> strikes—base variable harm +1 d-step, plus <i>siphon</i> option +1 d-step, plus <i>agonize</i> option; <i>grappling—improved</i> (upgrade)
Ascension-Point-Value Alterations: +2

ALPENGARD | MONSTER STATISTICS

BUZZING SIPHONID
Tier: Raising Liferview: <i>laxful-wicked</i> Languages: Insect
Shape: 1/4×1/2×1/4 Size Modifier: +5 Mass Modifier: ±0 Speed: walk 1; fly 12
Roottraits: Brw 0; Lth 2; Smt 0; Wis 1; Glt 0 Hasten: 2 Defenses: Nml 27; Ftl 15; Mfl 11 Grit: 5+3d2 [10] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 6; <u>resistant</u> <i>wreck</i> 2; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>blinded, stifled</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +1 (sta); <i>landfare</i> +3 (imp); <i>look</i> +7 (adv); <i>lurk</i> +5 (imp); <i>search</i> +1 (sta); <i>seafare</i> +0 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +7 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>wreck (stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d4) Option [adjuvant; 1 pneuma]: <i>disease</i> (lesser)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 4

WHINING SIPHONID
Tier: Surging Liferview: <i>lashful-wicked</i> Languages: Insect
Shape: 1/2×1/2×1/2 Size Modifier: +3 Mass Modifier: ±0 Speed: walk 1; fly 14
Roottraits: Brw 0; Lth 2; Smt 0; Wis 2; Glt 0 Hasten: 3 Defenses: Nml 26; Ftl 16; Mfl 12 Grit: 16+4d2 [22] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 4; <u>resistant</u> <i>wreck</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>scared, terrified</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +1 (sta); <i>landfare</i> +4 (imp); <i>look</i> +8 (adv); <i>lurk</i> +6 (imp); <i>seafare</i> +0 (sta); <i>search</i> +2 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +7 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (stab)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d6) Option [adjuvant; 1 pneuma]: <i>disease</i> (greater)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 5