

Blooderfly

AKA: Papilio Sanguine

By Dr. I. Nsectoide 2079 Published in New Insects of North America, an Entomology guide.
Uploaded to the Tir Shadownet 2079 by Screaming Fire

<I saw these pixie things attacking a young elf. He was flailing and swinging at the cloud of them. When I got closer I saw them as beautiful butterflies, blood red and slightly glowing. They kept nipping the boy, who was screaming and running. He ducked into a building that was warded, the creatures didn't, or couldn't, follow. They started toward me, so I jumped in a car and sped off.> Screaming Fire

While I was out looking at butterflies in North America, my team and I found one that is so beautiful it seems to draw the viewer in to take a closer look. This butterfly was so pretty that we all stopped and stared at it as it danced around in the air in front of us.

Description

Blooderflies are a 5-6 inch, off-white butterfly with a salmon-colored head, large black eyes, and red wings with an off-white edge. They seem to have mandibles that could rip flesh off of their prey and a hollow tongue that they stick into the freshly torn flesh to suck the life essence from their prey. The wings glisten redder right after feeding.

<I wonder how they found out that the wings get redder after feeding.> Questioning Life

<We lost one of our scientists to these creatures. They were drained of their blood.> Dr. I. Nsectoide



These insects travel in groups known as blood swarms. They swarm over their prey and attach themselves to the skin, using their mandibles to tear flesh and insert their hollow tongues into the flesh where they suck the blood out of their prey, leaving a shriveled and hollow husk of a body.



Individually, these creatures are very weak, but they tend to mass together in these swarms where they overpower their prey, like ants overtaking their rivals.

History

There is no known history of this creature pre-awakening.

Post Awakening

These creatures have been found on the Great Planes, in the Rocky Mountains, and even in the forests in Tir Tairngire. Butterfly collectors have been disappearing, a few a year, since 2021. They have been officially documented by scientists in 2022.



The first swarm kill was documented in March 2055 in the NAN. An entire hunting party was killed by a swarm, having their life's blood drained from them. The only reason we know what happened is the recording of some cybereyes from one of the victims. The eyes opened right as a

swarm was attaching himself to him. **<Dreck, I would not want to see that dreck!> Dreckhead**

<Me and Poncho were outside of Portland looking for a Ares Macrotech black sight when we came upon some hunters, looked like they were

dancing with fairies. Then we noticed they were shooting and swinging at the sky. As we got closer we saw they were covered with cuts and bleeding from everywhere. Thank drek we stayed down wind because it was like that old trid where flying piranhas killed young co-eds.> Viper Vic

Since then the sightings have increased and spread. They are suspected to be the reason for some death from beef herds, buffalo herds, and people all across the western region of North Americans.

Current Territory

These butterflies have been spotted across all regions west of the Mississippi River. These butterflies seem to swarm where there are herds of animals to feed on. <I may have seen some near Chicago. It is central to all things bugs it seems. I hope I am wrong on this.> Bullsfan

Why the interest?

Even though these things have been known for a while now, there is still little known about them. How do they get their prey to just stand there staring at them? Is it magic or another critter power? Also, how do they seem to drain their prey so completely? Most of the Mega's are interested in finding out and using the knowledge to make more money.

Possible Similar Species

There are no similar species that are known at this time.

Blooderfly

B	A	R	S	W	L	I	C	E	Ess	M/R
1	5	5	2	2	2	2	6	2	6	6M

Initiative: 1D6+7 (Group attack)

Limits: Physical 3 Mental 3 Social 7

Powers: Hypnotic Dance (Group), Essence Drain (Temp)

Skills: Attack 4, Dodge 6

Hypnotic Dance

Creatures with the Hypnotic Dance power can influence others who See it. This power affects all metahumans within line of sight. Treat the dance as an attack with a Damage Code of (Essence)M, resisted by the victim's Willpower. In this case, the Damage Code simply measures the dance's effect. If the attack inflicts "Deadly" damage, the target stands paralyzed, unable to take any action for as long as the dance continues.

An attack against a victim paralyzed by Hypnotic Dance allows the character to make an Opposed Test using Willpower against the creature's Essence. If the character achieves more successes, the effect of Hypnotic Dance is broken. If the Dance stops, the hypnotic effect ceases and victims suffer +2 to all target numbers until their next turn after the effect of the power ends as they fight to clear their minds.

Critter Power	Type	Action	Range	Duration
Hypnotic Dance	Mana	Complex	Special	Sustained

Essence Drain (Temporary)

Certain creatures can temporarily drain a victim's Essence. Make an Opposed Test using the creature's Essence and the victim's Willpower. If the creature achieves any net successes, it drains 1 point of Essence from the victim and adds it to its own. The effect lasts one Combat Turn per point of the creature's normal Essence Rating. A creature cannot increase its Essence to more than twice its normal rating.

Victims reduced to Essence Rating 0 pass out as if they suffered Deadly Stun damage. Essence lost in this fashion is recovered at a rate of 1 point per minute.

Critter Power	Type	Action	Range	Duration
Essence Drain (Temporary)	Mana	Complex	Touch	Special

Gamemasters Note:

The idea of this creature is it does little damage on its own. They are dangerous even to hardened runners in groups or swarms. A swarm of blooderflies will hit targets, a little at a time, until the target is unconscious, then it drains all essence and life from its prey.

If the prey is found sleeping, there is little chance to wake up. A sleeping perception roll is needed, (default to logic) at a difficulty of 4. If it fails, then the prey doesn't wake up ever again unless woken up by outside noise or characters.

A runner team may be hired to bring in some of these creatures, or they may come across them while in wild lands outside the metroplexes. They are dangerous creatures if the runners don't have AOE spells/weapons or a way to get away from a swarm.

The idea for this week's post is from our friend **Hector the Troll**. This is a special thank you to you chummer!