

Frzzzm

Level:	1	Special	
Hits:	10	Abilities:	Survival Instinct, Flight, Darkvision (Demonic), Instinctive Defence, Enhanced Senses
Size:	Tiny	Stats:	St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (10), Sd 75 (5), Re 75 (5), In 75 (5), Pr 75 (5) PP 5
Movement:	20 (fly)	RR:	Stamina RR 15; Will RR 15; Magic RR 15
Initiative:	+15	Treasure:	- - -
Defensive Bonus:	40 (+20 Stats; +20 Instinctive Defence)	Culture:	-
Attacks:	55 Tiny Bite	Important Skills:	Perception (6) 55
# Encounter:	1-1000		
Outlook:	Hostile		
Lifestyle:	Unknown		

Frzzzm are intelligent demon flies. There are three types but they often work together. All frzzzm see particularly well and their compound eyes allow them to see people approaching from the flanks.

Normal frzzzm are Class I demons and are physically indistinguishable from normal flies and are more common than people of this plane would like to think. Often found in cities and towns, they serve as spies and scouts for other demons. Normal frzzzm, communicate telepathically and act in a coordinated fashion.

Combat

Normal frzzzm will attack a creature, draining in of up to its own hit points of blood before flying away. This can be dangerous as they usually attack a foe en-mass.

Myths and Misconceptions

Normal frzzzm are also, correctly, referred to by sages as “blowflies” or “horseflies”, as they drain blood from creatures that cannot usually fight back, such as horses, or other suitable creatures big enough to act as a stable food source.

Treasures

Frzzzm do not bother with treasure.

Encounters

Encountered frequently in farms around towns where a big number of creatures (horses, cows) reside, or in cities, where large numbers of peoples give an ample food source.