

Frzzzm, Giant

Level:	9	Special	
Hits:	180	Abilities:	Survival Instinct, Flight, Darkvision (Demonic), Instinctive Defense, Enhanced Senses, Tough Hide (Minor), Shapechanger
Size:	Large	Stats:	St 75 (5), Co 75 (5), Ag 75(10), Qu 75 (10), Sd 75(10), Re75 (10), In 75(5), Pr75(5) PP 35
Movement:	120 (fly)	RR:	Stamina RR 65; Will RR 65; Magic RR 65
Initiative:	+15	Treasure:	R N N
Defensive Bonus:	60 (+20 Stats; +20 Instinctive Defense; +20 Tough Hide (Minor))	Culture:	-
Attacks:	95 Medium Bite (RR v's Rot); 95 Weapon; Spells	Important Skills:	Perception (30) 95, Spell: Darkness (18) 86; Curse (18) 86; Disease (18) 86
# Encounter:	1		
Outlook:	Aggressive / Cruel		
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.

Giant frzzzm are Class III demons and are very large flies being 6'-9' long. Giant frzzzm are generally loners, working with other frzzzm when it suits their needs. They have the rotting touch of their counterparts (as per the Disease Spell "Tongue Rot" (RR) except that attacked limbs are affected), plus it is nearly impossible to concentrate with the mind-numbing droning of their huge wings. They can change their form to that of a black-haired human with large eyes, a fat torso and spindly limbs. In this form they can use weapons. They can cast spells in both forms. Resembling gigantic flies, they are horrible to behold and disgusting to smell. They communicate telepathically and act in a coordinated fashion.

Combat

Giant frzzzm will also attack a creature by draining in of up to its own hit points of blood before flying away. Being very intelligent, they are not above casting curses or diseases on

their intended victims and waiting for them to be so defenceless as to be able to drain them with little or no defence.

Their huge wings that support their bodies cause such a noise that those in 10' must make a RR v's Will to Cast spells.

Spellcasting

Giant Frzzzm can cast Curses, Diseases and Darkness (use Universal Spell "Light" but substitute Darkness for Light!). They cast as if they have two ranks per level.

Myths and Misconceptions

While their smaller cousins go to the food source, the Giant Frzzzm can wait and attack others on its own terms. A telltale sign of a Giant Frzzzm nearby might be a town suffering a range of maladies and those dying of bloodloss.

Treasures

Giant frzzzm are intelligent enough to know the benefits of treasure, especially magic.

Encounters

Giant frzzzm are encountered alone.