

Frzzzm, Large

Level: 5
Hits: 100
Size: Small
Movement: 80 (fly)
Initiative: +15
Defensive Bonus: 40 (+20 Stats; +20 Instinctive Defense)
Attacks: 60 Small Bite (RR v's Rot); Spells
Encounter: 1-10
Outlook: Aggressive / Cruel
Lifestyle: Unknown

Special Abilities: Survival Instinct, Flight, Darkvision (Demonic), Instinctive Defense, Enhanced Senses
Stats: St 75 (5), Co 75 (5), Ag 75(10), Qu 75 (10), Sd 75(5), Re75 (5), In 75(5), Pr75(5) PP 35
RR: Stamina RR 50; Will RR 50; Magic RR 50
Treasure: N N N
Culture: -
Important Skills: Perception (18) 75, Spell: Darkness (5) 76

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.

Large frzzzm are very large flies, 1'-3' long and are Class II demons. Being extremely disgusting creatures their bite will rot a victim as per the Disease Spell "Tongue Rot" (RR) except that attacked limbs are affected. Unexposed necklines are a sure death sentence. They dislike most demons, save other frzzzm and grumoz demons. Large frzzzm, like their smaller cousins, communicate telepathically and act in a coordinated fashion.

Combat

Large frzzzm will attack a creature, draining in of up to its own hit points of blood before flying away. Being carriers of disease their victims frequently suffer from Rot. A RR versus Stamina is made using the large frzzzm's attack as the RR roll. Failure sees the victims affected limb become useless in 1-3 days and falls off in 3-6 days.

Spellcasting

Unlike their weaker cousins, Large frzzzm can cast Darkness (use Universal Spell "Light" but substitute Darkness for Light!). They cast as if they have one rank per level.

Myths and Misconceptions

Large frzzzm are attracted to locations where their smaller cousins are located, as an adequate food supply is always nearby.

Treasures

While frzzzm do not bother with treasure, Large frzzzm frequently drain their victims of all their blood. As such victims and their belongings are usually found nearby.

Encounters

Large frzzzm, due to their size, are not normally encountered in towns. Mages summoning Demons may suspect that an enlarge spell (or equivalent) has been cast on a normal fly and released it into the world, expecting the spell's end to return the creature to its normal size.