GIANT HORSEFLY

*Large beast, unaligned*

**AC:** 14 (natural armor)

**Hit Points:** 33 (6d10)

**Speed:** 20 ft., fly 80 ft.

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>11 (+0)</td>
<td>17 (+3)</td>
<td>10 (+0)</td>
<td>1 (-5)</td>
<td>10 (+0)</td>
<td>2 (-4)</td>
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**Senses:** passive Perception 10

**Languages:** -

**Challenge:** 1/2 (100 XP)

**ACTIONS**

**Blood Drain:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the horsefly attaches to the target. While attached, the horsefly doesn’t attack. Instead, at the start of each of the horsefly’s turns, the target loses 10 (2d6 + 3) hit points due to blood loss.

The horsefly can detach itself by spending 10 feet of its movement. It does so after it drains 20 hit points of blood from a target or the target dies. A creature, including the target, can use its action to detach the horsefly.

*Nearly 9 feet long, this giant insect has a black body covered with coarse black hair. Its delicate wings are translucent, and its multi-faceted eyes are green and yellow. Twitching mouthparts reveal a slender but sharp proboscis.*