

GIANT HORSEFLY

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 33 (6d10)

Speed: 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	10 (+0)	1 (-5)	10 (+0)	2 (-4)

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.