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| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Bloatfly | Mutant | Small | 2 (35 XP) |

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| **Strength** | 2 (-3) |  | **Armor Class** | 8 | | **Action Points** | 8 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 6 | | **Hit Dice** | 2d6 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 7 (+2) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Evasive.** The bloaftly can take the Dodge action for 1 AP.  **Glowing.** When the bloatfly takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Hover.** The bloatfly ignores ground-based difficult terrain.  **Regeneration.** The bloatfly regains 1d6 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn’t function at the start of the bloatfly’s next turn.  **Spider Climb.** The bloaftly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. | **Maggot (Cost 3 AP)** The bloatfly makes a ranged (Perception) attack (range 20/40). On a hit, the target takes 1d6 ballistic damage and must make a DC 8 Strength saving throw. On a failure, the creature takes an additional 1d4 ballistic and 1d4 radiation damage at the start of their next turn as the maggot bites at their flesh. Multiple maggots can deal damage to the same creature simultaneously.  This continues for up to 3 turns, after which the maggot dies from the exertion. The target can repeat the saving throw at the end of each of these turns, removing all active maggots on a success. |

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| **Description** |
| The standard bloatfly has a green and brown carapace and is significantly larger and more tenacious than its predecessors. Its size inhibits previous flight characteristics and agility, making it impossible to feed like pre-War horse flies did. Instead, it uses its engorged stinger and pupae gestating within its abdomen to incapacitate prey. The stinger is capable of launching mature larvae with a barbed sting at the end. These latch onto the target and deliver a neurotoxin capable of incapacitating larger prey, allowing the bloatfly and its larvae to feed.  Its neurotoxin is ineffective against humans and larger targets, causing only localized necrosis. As a result, the bloatfly serves as prey rather than predator among wastelanders who utilize its meat for food. Bloatflies can resort to scavenging in situations where prey or other sources of sustenance are scarce. It adapted to its enlarged size with a unique gland that enables it to balance and maintain speed despite its size. The gland itself may be toxic to consume. |

A group of insects

Description automatically generated with low confidence