

Blue Frenzy



Fine Magical Beast (Swarm)

Hit Dice: 6d10+24 (56hp)
Initiative: +2
Speed: Fly 60 (Good).
AC: 14 (+2 Dex mod, +2 natural armor)
Attacks: None (Swarm)
Damage: Swarm 2d6
Face/Reach: 10' by 10' by 10' / 0ft
Special Attacks: Sonic Attack, Distraction (Ex)
Special Qualities: Swarm subtype, Chameleon (Ex), Hide in Plain Sight (Ex), Scent (Ex)

Saves: Fort +6, Ref +5, Will +3.
Abilities: Str --, Dex 14, Con 18
Int 5, Wis 10, Cha --.
Skills: Hide (20), Move Silently (10)
Feats: Hover, Track, Dodge
Climate/Terrain: Any damp environment.
Organization: Solitary, or colony (5-8 swarms)
Challenge Rating: 6
Alignment: Always Neutral
Advancement: ----



There are few creatures in all of the lands of Immoren that defy description more than the "Blue Frenzy." In truth the name is a complete misnomer, for in general a Blue Frenzy is neither blue nor frenetic. The origins in the name likely lie with an unfortunate group of adventurers' first encounter with the creature and the appearance it took.

My own encounter was harrowing to say the least. I was traveling south of Khardov accompanying a survey group who had been tasked with finding a safe route around a rather hazardous quagmire. My own interest in the trip was more academic. Strange tales had been told of the swampland and its inhabitants, and I was determined to investigate the claims.

The group's scout returned one evening as the sun was beginning to set and the cold northern night began to descend. He spoke in excited tones about discovering the remains of a treasure tomb. Though such finds are remarkable, they are not unheard of in areas where the winter freezes and spring thaws often cause upheavals in the earth, opening long forgotten tombs and burial sites. The company's leader-- a rather young officer in the Winter Guard --succumbed to the men's desires to collect what they could find. This decision would prove to be disastrous and would have ruined said officer's

career, had he survived the encounter.

I accompanied the men but hung back, unwilling to partake in raiding grave sites of those the Great Mother had called home. The first men to reach the site began hurriedly gathering an odd assortment of armor, weapons, and coins. At the time it struck me as odd that such a mix of items should be found in a grave but that thought came too late. The full realization that some of the weapons were no more than a few decades old dawned on me as the creature struck. It rose out of a nearby tree hollow, a coalescing greenish-brown cloud that shimmered in the fading sunlight. The cloud, more than 10' in diameter, at first did little more than stream around the men at the site, gathering about their feet. Moments later it gave off an ear-piercing shriek that made me nauseas despite my hearty constitution, and the fact that I was several yards away. Those within the cloud suffered a far worse fate, having seemingly been stunned by the creature's sonic assault: They stood like helpless lambs led to the slaughter as the creature rose up, enveloping them within a thick cloud. It turned a bright red and was buzzing like a pack of angry bees.

The men within the cloud began to scream, flailing wildly and scrambling to escape.

None would make it out. The luckiest emerged from the cloud all but unrecognisable, with their flesh eaten, or perhaps dissolved, to the point where the underlying bone shone through. I watched in a mixture of amazement and horror as they attempted to hack



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at the creature with their weapons, though the axe blades proved utterly useless as they struck at something with little more substance than smoke. Others fired their blunderbusses wildly with no visible effect. The swarm's color continued to shift and swirl, taking on the color of whatever happened to be in the background – in places it was blue, others green or brown, but the most common color was blood red. A Greylord who accompanied the survey team was hurling spells at the creature with little apparent effect until, in desperation as it turned its attention on him, he enveloped it (and unfortunately the few ensnared men who still clung to life) in a cone of arctic cold and frost.

Thus ended my first, and so far only, experience with the Blue Frenzy. Only four of the survey team, along with myself, survived the encounter to tell the tale. An inspection of the area where the swarm had been killed turned up no evidence of what exactly constituted it – evidently the individual creatures are either too small or so easily destroyed that they leave no trace of corpse afterward.

N.S.

Combat

The Blue Frenzy generally relies on stealth and its amazing mobility to strike at opponents. The swarm can operate under amazing quiet when it needs to and only begins to emit sounds once it has ensnared its victim(s). While a fairly simple creature, it does possess enough instinctual cunning to learn from mistakes and alter tactics in order to take advantage of a prey's weaknesses or mistakes. Though it doesn't possess an actual "lair," it does typically cover a specific hunting territory and often has favorite locations where it hides while awaiting victims. It also possesses the ability to track prey by scent, and has been known to follow targets for many miles; most often herding prey into inescapable positions (e.g., against a cliff face or into a box canyon).

Swarm Subtype: Occupies a 10' cube and moves into opponent's area in order to attack. Swarms do not need to roll to attack, they deal damage automatically to all those in their area of effect. A swarm is immune to all weapon damage and not subject to flanking, sneak attacks or critical hits and cannot be tripped, grappled or bullrushed. Swarms are also immune to any spells that target a specific creature, but take +50% damage from area of effect spells and weapons. Reducing a swarm to 0 hit points disperses it. See MM for more details.

Sonic Attack: Once per turn the swarm can emit a high-pitched shriek that affects the vestibular (balance) and auditory systems of its prey. All those within 60' of the swarm must make a DC 15 Fort save or be Dazed. Those within 10' of the swarm must make an additional DC 15 Will save or be stunned for 1d3 rounds. Regardless of the outcome of these saves, all creatures with hearing within 60' suffer a -2 circumstance modifier to their Armor Class while they try to remain standing.

Distraction (Ex): Any creature beginning its round within swarm's area must make a Fort check (DC 16) or be nauseated for 1 round. Spell casting or skill checks requiring

concentration must make a DC 20 concentration check. See MM for more details.

Chameleon (Ex): Due to an ability to change color and mimic its background, the Blue Frenzy gains a +10 bonus on hide checks and can use the Hide skill in any sort of terrain, even if concealment isn't granted.

Hide in Plain Sight (Ex): The swarm may use the Hide skill even while being observed, regardless of the surrounding terrain.

Scent (Ex): The Blue Frenzy can track by scent and detect opponents within 30' using smell (15' if target is upwind, 60' if target is downwind). See MM for details.

Treasure

Due to its very nature, the Blue Frenzy does not typically possess any type of treasure. However, anything caught and devoured by the creature will leave behind inorganic materials (e.g., objects made of stone or metal) where the body was consumed. Thus, a Blue Frenzy's normal hunting grounds may be surrounded by piles of objects, some valuable, and these often serving as a lure for unwary victims. No signs of any struggle, nor any remains (even the bones of a victim are eventually consumed) are present. Even a truly cautious individual may underestimate the danger present.

Legends & Lore

COMMON: The Blue Frenzy is often found in damp environments, whether it be swamp, river front, or damp dungeon.

UNCOMMON: The Blue Frenzy is capable of stunning those near it using an ear-piercing sonic burst. The use of wax or other substance stuffed into the ears can help protect against the attack but makes it impossible to hear the swarm's approach.

RARE: The Blue Frenzy can easily pass through even the smallest crack or opening, streaming through like smoke. Any sort of air-tight seal will prevent the creature from gaining access.

OBSCURE: It is said that the Blue Frenzy can be tricked into following something mimicking the creature's own scintillating color shifts, making it possible to lead one into a trap for capture or extermination.

Hooks

- A wizard of Five Fingers, through some unknown arcane enchantment, has captured and trained a Blue Frenzy for use as an assassin. He keeps the swarm contained within a glass lined earthen jar and unleashes it upon unsuspecting victims. The swarm's feeding-- which leaves no visible signs of a victim --eliminates all evidence and thus no one can confirm a victim's death. Instead they simply "disappear" leaving behind little more than valuables such as coins, jewelry, and weapons. The party is tasked with solving the mystery of how the killer is making it past dozens of armed guards into locked rooms and perhaps where they come from.