

BAT, Fire

Small Outsider (Fire)

Hit Dice: 2d10 (11 hp)

Initiative: +3 (Dex)

Speed: 5 ft, fly 40 ft (average)

AC: 14 (+1 size, +3 Dex)

Attacks: Bite +4 melee

Damage: Bite 1d3-4 and 2d4 fire

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Attach, blood drain, heat

Special Qualities: Elemental, see invisible, fire subtype

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 4

Skills: Hide +11, Move Silently +7, Spot +6, Listen +6

Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Colony (11-20)

Challenge Rating: 3

Treasure: 1/10 coins; standard goods (gems only); 1/10 items

Alignment: Always neutral evil

Advancement: 3-6 HD (Small)

The fire bat comes from the Elemental Plane of Fire and is seldom seen on the Material Plane.

It appears as a small bat about two feet long, with a 4-foot wingspan. Its entire body is wrapped in flames.

COMBAT

Fire bats are pack hunters and will swarm an opponent in an attempt to bring it down. They attack by biting and draining blood.

Attach (Ex): If a fire bat hits with its bite attack, it latches onto the opponent's body. An attached fire bat has an AC of 11. It deals 2d4 points of fire damage each round it is attached.

Blood Drain (Ex): An attached fire bat drains blood, dealing 1d3 points of temporary Constitution damage each round it remains attached. Once it has drained 3 points of Constitution, it detaches and flies off to digest the meal.

Heat (Ex): A fire bat's body generates intense heat, dealing 2d4 points of damage with its touch. Creatures attacking a fire bat unarmed or with natural weapons take fire damage each time their attacks hit.

See Invisible (Ex): Fire bats can see invisible creatures as the spell cast by an 8th-level sorcerer. It can suppress or resume this ability as a free action.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

The Fire Bat first appeared in module C2 (Allan Hammack, 1980).